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**EDITORIAL LETTERS AND TECHNICAL PROBLEMS:** On general news, hardware and software, we welcome letters and queries. We will try to answer them as soon as possible. We will not be able to answer all queries, but we will try to answer as many as we can. We will not be able to answer all queries, but we will try to answer as many as we can. We will not be able to answer all queries, but we will try to answer as many as we can.

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## AMIGA

AUGUST 1997 • CONTENTS

## Editorial



Things are kicking off again on the Amiga scene. Gona is the dairy sell pity that's been too common over the past couple of years, replaced by a wave of fresh proactive schemes designed to put some action back into the Amiga scene. The arrival of phase 5's PowerPC cards is going to spark a revolution, with software developers already working on next generation

applications and games that are going to turn your Amiga into a Pentium beater almost overnight. See the features on pages 26 and 30 for more. Take advantage of our great Storm C cover mount with the new tutorial series and you too can play a major part in the renaissance.

Tony

Tony Morgan, Editor

## Cover Feature

## 20 Crack the Code

So you want to get the most from your Amiga? Then learn to program it! Learning the art of computer programming is not as hard as you might think, and this month we give you all that's required to get started: the Storm C compiler on the cover disks and CD, coupled with a new style of tutorial that promises fast results, and will give you all the tools you'll need to start programming and put yourself firmly in the driving seat



## Features

## 26 Power Gaming

We know that MYST is coming and we've even played Duke Nuke 'em 3D in the office. All these titles are now appearing on the horizon thanks to the rise of the 68030 and the long awaited PowerPC. Find out what we know about the future of games for the power users of Amiga...

## 30 PowerPC is Coming!

The most significant advance on the Amiga scene since the A1200 is about to happen: PowerPC accelerators that run at over 100 times the speed of current Amigas will be available within weeks, offering affordable Pentium-beating performance to the mass Amiga market!

## Cover Disks &amp; Super CD-ROM

## 6 Dogfight

Low-tech, high-thrills one-on-one action in this farcical tribute to the planes of old.

## 8 Storm C Compiler

The Storm C compiler is the best commercial and fully supported C compiler currently available for the Amiga, and we bring you the latest usable demo version - limited only by the length of time that it will run. A truly professional program.

## 12 Super CD-ROM 13

Want the best in Amiga CD-ROMs? So do we at CU Amiga, and we know that if you're reading this then you're almost there... CD-ROM Number 13 is loaded to the cover, heavy with top utilities, programs and games.



AMIGA

ABC July & August • 1997 36,111

## News

**12** Amiga license Micronik towers, the fastest accelerator yet unleashed and the regular round-up of all Amiga news.

## Games

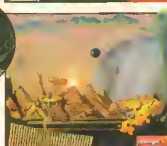
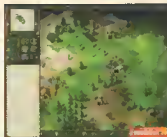
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# Dogfight



I say, enemy at three o'clock. Kite's losing altitude! Belly Red Berron - curse this wer! Looks

like wa're not going to make it back to old Blighty in time for tea after all, Algernon. 3D graphics? Lightspeed action? Dogfight has neither, but it's more fun than anything we've played in eges!

## How to load

This one is pretty easy. Even Ginger could manage to get this one right after he'd got a bit squiffy in the flyers' mess. What you do is boot up your Workbench, stick the Dogfight disk into your drive, click on the disk icon and then click on the Dogfight icon. Then the program runs. It really is easy, which is lucky because it means you can save your energy for trying to defeat your foe!



▲ A German biplane lies in wreckage, but there's another Fokker waiting in the wings... Look out Tommy, this war isn't over yet!



**T**here are a few things you will need to play this game. An Amiga, a couple of joysticks, a friend and a lot of bloodlust. The purpose of the game is monumentally straightforward. You take on the role of a World War 1 flyer for either the Germans or the English. All you have to do is take off, fly across the channel, and blast your enemy's aircraft out from underneath him.

Flying a biplane isn't an easy task. No fly by wire, this is fly by rudder. To point up, pull the joystick away from your direction of travel, to point down push the stick the other way. There are only two other controls: pulling down on the joystick causes your brave pilot to hurl a bomb from his cockpit, and hitting the fire button, logically enough, fires your guns.

The hardest part is taking off. Not only do you have to get up

enough speed before take-off to avoid stalling, but someone decided to plant a tree at the end of the runway. The trick is to wait until you get quite close to the tree, pull up hard and level out quickly as soon as you are higher than the tree. You will stall in mid-air if your speed drops too low, so watch those loop-the-loops!

Be careful of other threats - not only is your enemy's airfield protected with an anti-aircraft gun, but you will often see a zeppelin or a submarine appear. Look carefully to see what flag they are flying, because some are on your side and others are on your foe's. Shoot down the airships and bomb the subs for some extra points.

Thanks go to author Richard Ling for the best version yet of this classic. If you enjoy this game as much as we do, you could send Richard a postcard. See the AmigaGuide document for details. We want his postman to suffer!



▲ I say! Those chaps from the kimp have come to the rescue again. Take that, you Hoo! But wait... landing ahead... kite's stalling... damn! Looko like I'll never see old Blighty again.



# Turbo Print 5 Lite

**Turbo Print and Storm C in one month - what's the catch? Ona is a 'lite' version and one is time limited, but they are both fully useable, and both totally brilliant. No catch, Wa just like to spoil you!**

## Loading instructions



Install\_StormC

### Storm C 2.0:

Installation of Storm C is a simple enough process. Stick the disk in your drive, click on the disk icon, then on the Install\_StormC icon and select the directory you would like Storm C to be unarchived to. Make sure you have 4Mb of spare space. Open your new StormC drawer and you will find a standard installer icon to install Storm C to your system. CUED owners can just click on the install item from the CD StormC drawer. Finally, learn C and write a killer program.



Install\_TurboPrint

### Turbo Print 5 Lite:

Don't be deceived by the label, you'll actually find the Turbo Print icon on the same disk as Storm C. The procedure is also the same - click on the icon above to decompress the archive, then click on the installer icon in your new Turbo Print drawer to install to your system. Follow on screen instructions to choose which printers you want installed and whether or not Turbo Print should be started when you boot up from Workbench.



Once you have installed Turbo Print, you'll find it will happily beaver away without too much attention. However, if you want to get the best out of your printouts, you'll need to know Turboprieps and Graphics Publisher.

Turboprieps is where you can tell Turbo Print to change the printer type you are using or change the paper size and so on. When you fire it up, you are presented with a deceptively simple looking screen, from where you can select a printer. There are only a couple of other options: one to print to file, the other to choose an alternative port. Avoid this unless you have a fast parallel port add on such as PortPlus. Look at the top of the window and you will see that things aren't quite as basic as they look. There are click tabs to navigate through seven different screens full of preference options, to allow you to do select everything from output resolution and page size through to



▲ An example of Graphics Publisher in action.

dithering types and smoothing options. Note that one or two options are disabled in this version.

It is a good idea to play around with Turboprieps to find out the best settings for your printer, but you'll probably want to change options every now and then depending on what you want to print out. It isn't worth printing proofs in maximum density, you'll just waste time and ink. Print density in the Config screen has a major impact on both output quality and speed, and is the main way you will trade these two off.

The Hardcopy screen gives you the option to either ignore or use Workbench preferences - this allows Workbench printer preferences to alter your Turbo Print preferences. Be aware of this option to avoid future confusion.

The other main program in the Turbo Print Drawer is the graphics publisher. This allows you to print image pages but at the highest possible quality and has a wide selection of image manipulation and colour balancing tools. You can place multiple images on a single page and layer images over each other. The range of options seems daunting at first, but once you've mastered the toolbar, you'll find the rest is quite straightforward. Remember that you have to click on a particular image to apply an effect to it or move it. The Graphics Publisher will only print one half of the page in this demo version but Wizard are offering readers of CU a special upgrade offer - see page 34. Last but not least, make sure you read the readme for additional details and some great tips.

## The Toolbar



New project



Open file



Not available



Print



Load image



Not available



Current picture to back



Current picture to front



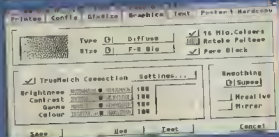
Page size



Position image



Picture settings



▲ Here it is, the powerhouse of Turbo Print, the Turboprieps utility.



# Storm C 2.0



**A time-limited but fully functional version of the excellent Storm C compiler has been included for you on this month's CU Coverdisk 162 and CD-ROM 13.**

**S**torm C has a number of distinct advantages over other C (and C++) compilers for the Amiga. Probably most important is the fact that it is the only commercial compiler being actively supported. Haage and Partner have recently brought out version 2.0 of Storm C, which includes a number of significant improvements over version 1.1.

Another unique feature is the Integrated Development Environment (IDE) centred around a visual project manager. This greatly eases the chore of getting your project compiled in the correct order, with the right options and link libraries. This means that the only typing you need to do is creating the source code! Which brings us neatly to another thoroughly modern feature: the source editor. It highlights different parts of your code (such as C keywords and Amiga system functions) in different colours, making it much easier to trap typing mistakes. And, should you not be happy with the default editor Storm C 2.0 has support for using GoldEdit, using the same integrated method.

The demo version of Storm C with this issue is limited to creating only small examples, but that should be sufficient for you to work through the tutorial projects and get a good feel for how easy the IDE makes things. So go away and install it: then come back and we'll get down to business.

## The first project

Right, assuming you've successfully got the Storm C onto your hard disk, follow these simple

steps for creating the very simple (and very standard) Hello World example.

**Step 1**  
Open the Storm C drawer (wherever you installed it) and then double-click on the Storm C PP icon to start the IDE. Storm C is so GUI-driven that you can't run any part of it from the Shell. Everything must be run from the IDE. You can even run the programs you create in a very safe way from the IDE, as we'll see later.

**Step 2**  
To create a new project, click on the Open new project window icon on the tool bar of the main IDE window, or select New from the Project menu, or simply press F4. A new window will appear that lists the sources, link libraries and other files used in your project. By default it should have just a Libraries section. We will soon be adding a new source file to this window.

**Step 3**  
If the Libraries section includes 'amiga.lib' then skip to the next step. Otherwise, we need to add it, since the tutorial examples all require this link library. Select Add Library(s) from the Project menu and double-click on 'amiga.lib' in the file requester that appears. Now select Save As Project Template from the Project menu. The next time you create a new project, it will automatically have 'amiga.lib' in the Libraries section.

**Step 4**  
Now select Save As from the Project menu. Choose a directory



to save the project and give it a name, something like hello for instance (Storm C will automatically add a ".3" extension). Once this is done it will be a bit easier to add files, since all file requesters will start off in the project directory.

**Step 5**  
The next thing to do is give the name of the executable that we want to create. Choose Select Executable from the Project menu, and change the name from 'a.out' to a more suitable one (i.e. 'hello'). A new Executable section should appear in the project window.

**Step 6**  
Now we can add a file to the project. Select Add File(s) from the Project menu. Give a new filename like 'hello.c' (the name must end with '.c'). You should be greeted with a requester saying the file doesn't exist and asking if a new file should be created. Click on the Create button and the file will appear in the new Sources section of the project.

**Step 7**  
To edit the new file you need to double-click on the filename in the Sources section. The editor will then appear with a blank sheet, waiting for you to type in the following code:

```
#include<stdio.h>

void main()
{
    printf("Hello
World!\n");
}
```

Take particular care with the funny

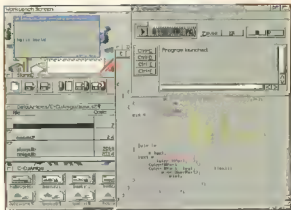
characters #, {, }, and \. You'll find them on your keyboard eventually! Hopefully as you type the last letter of "#include" it will change colour, depending on how many colours your Workbench can display. The same should happen with 'void', 'printf' and the whole of the greeting string in the double quotes. This gives a nice visual aid to help check that what you're typing is what you wanted.

**Step 8**  
Once you've typed in the code above, click on the Make project icon in the main IDE tool bar, or select Make from the Compile menu, or simply press F8. This will save the source file and then make the project by compiling everything it needs to (which is just named 'hello.c' in this example). If it all went well, you'll be able to click on the Run button in the compilation window (or press F9). A window called Storm C Console will appear, together with the greeting 'And that's it!'

## Problems?

If you get any problems with compilation, check you typed in the example accurately. To speed things up, you can double-click on the errors in the compilation window to go straight to that line of source in the editor. Once you've corrected any mistakes, try compiling again by pressing F8.

If you've successfully managed to get this far then you're now ready to look at the C programming tutorial starting on page 80 of this month's CU Amiga.



▲ Storm C is operation. It may look complex, but it could be your road to fame and fortune. C is an excellent compromise between high and low level processing.

## Win a PowerUP

If you come up with some great C code, you could win a PowerPC card. See page 33

# ROM Super CD-ROM 13

## Storm C Compiler

All you need to program your own killer applications

## Turbo Print 5 Lite

High quality 24-bit print enhancement package

## Dogfight

Wild two-player action, fun to watch

## PLUS:

Amiga CD Tools • William Volk Building from CD  
Amiga! Contributions • Lashburne Media Tools

Amiga! Contributions • Lashburne Media Tools

Online  
Graphics  
Modules  
Games  
Ports

Welcome to CUCD13. If you don't have CD drive yet, read this to see what you are missing.

CUCD13 can be booted from a CD32 or an A1289/4000 with CD32 emulation. To use this CD from your own Workbench, click on the INITCD icon, which will allow software to run from the CD. It initiates MUI and the NewIcons system - don't be surprised if the look of your Wb suddenly changes. It is all temporary and can be removed by clicking on InitCD again. To help you find your way around, there is a DOCS.GUIDE, which connects you to most text documents, and INDEX, a CD search tool. Like everything on the CD, click on them to activate.

## The Audio Track

The audio track on CUCD 13 can, as usual, be played either from your CD-ROM with an audio player and suitable connection to your hi-fi. It can also be played with a standard CD player by selecting track two.

The title of the audio track this month is 'The world, the body, the grave - Extended mix', with the authors Young Monkey asking us to pay attention to the lower-case. The track was listed top ten in the global charts of the UK's DJ magazine and was produced using a variety of Amiga equipment such as: Amiga 3000T, Cyberstorm 059, CV64, Studio 16 with two Sunrise AD516's and two Sunrise AD1012 sound cards, Bars and Pipes Pro and some custom developed software. As if that's not enough they use an Ethernet network and 12 serial ports for MIDI and other sound control systems. Holy cow!

The track is copyright of Young Monkey, Simlam Press. For CD and cassette information contact Young Monkey at the following:

WWW: <http://www.youngmonkey.ca>

E-Mail: [info@youngmonkey.ca](mailto:info@youngmonkey.ca)

Unlucky for some... But certainly not for those of you with a CD-ROM drive. The best disc ever - Yet again!

## On the disks

### Storm C 2.0 demo

To go with our programming feature and following C tutorials, a demo version of Haage and Partner's Storm C compiler is included on the CD. It comes with the necessary includes and tutorial source code examples, so just click on the Storm C installer to start

### Turbo Print 5 Lite

Superb quality print outs from a wide variety of printers both old and very new are possible with this exclusive demo of the commercial printer enhancer package. Just click on the installer to copy Turbo Print to your hard drive

### Dogfight

To run, just click on the Dogfight icon. See Page 6



▲ Turbo Print allows vastly superior quality print out from most modern printers.

## Making things work

Click on a picture icon and a viewer loads up and displays the image. Click on a mod and a modplayer pops up and plays the tune. As much software as is possible will run from the CD as well. However, some things on the disc won't run when you click on them. There are several reasons for this. If it's a picture or animation you may not have enough memory. If it's a demo it may clash with your system. If it's a utility it may need to be installed and so on. If a program doesn't activate, and no error message comes up, read the documentation.

It can get complex with games and demos. Many are written in an OS illegal fashion, which means that they may not work on every set up. Run the bare minimum Workbench and try them. If this still doesn't work, boot with no startup sequence and activate the program from the shell. You will need to know AmigaDOS well for this.

## What's in your drawers?



**Root:** The root directory of CUCD13 is set up like a Workbench disk with all the standard directories - C, Devs, Libs, Fonts and the visible directories listed later. You'll find all of these are packed with files that you can use on your own Workbench if you like, just use a Directory Utility to access them all to copy to your own Workbench. CD support files such as players and views can be found in the System directory.

**Storm C:** A useable demo of Storm C 2.0 is here, complete with the necessary 'includes' to get started in programming those Amiga masterpieces.

**Turbo Print 5 Lite:** Now that high resolution 24-bit printers are becoming the norm, your old Workbench drivers just can't cope. Turbo Print 5 Lite is just the answer!

**Dogfight:** The simple but fun Dogfight-biplanes two-player shoot-em-up will have you and a mate bombing with joy. Or something like that.

**System:** Deltrack, HippoPlayer, GmPlay, NewIcons, PerNET Flick, Viewtek Virus2 and more have moved into a new drawer called CDsupport in the System directory. The GUI and the standard Workbench system files remain in the parent.

**Tools:** A fairly standard Workbench tools drawer.

**Prefs:** Standard Preferences drawer with NewIcon prefs.

**Utilities:** Multiview, Clock, Toolbars and also some NewIcons utilities.

**WWW:** Demo versions of the major Web browsers, I browse 1.12 and Voyager NG are here plus the brand new AWeb 3.0 demo. There are also pages to browse without a modem! All you have to do is click on the Show WWW icon and then select which browser you want to use when asked.

**CUCD:** Here's where you'll find the really good stuff.

**Online:** We've got a particularly good online section this time including Miami Speedometer, Miami 2 1a, Voyager 2 88, Usenet news

and more.

**Programming:** Just in case our programming overdrive wasn't enough, we've got plenty here, including goodies for Blitz Basic, MUIReck GUI for CLI, MCC Mail Text, XPK developers kit and MCC HTML extensions.

**Graphics:** Icons and backdrops are here in abundance, along with some great tools such as the latest version of the utterly brilliant Wildfire animation and effects system, CyberGraph X 3, Picasso 95 1 21 Draw Studio



and more.

**Readers:** An over-sized grab bag of contributions from CU Amiga readers graces this section, covering all bases from tools to graphics to mods.

**CD-ROM:** Plenty of decent CD software here including BurnIt and MakeCD for writing your own plus CD filing systems and Amiga CD indexes.

**Demos:** More for those who enjoy swirly twirly tunnels and spinning texture mapped objects. They just get better!

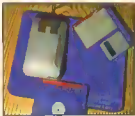
**Information:** Four lovingly crafted text guides to Babylon 5, Star Trek Voyager, Blake's 7, and rock band Pink Floyd.

**Utilities:** For too many to list them all here, but the selection includes ABackup, CPUSpeed, new Datatypes, SIP.

HappyDT, MultiCX2, and MagicWB2 1.

**Sound:** Trackers, players, MIDI files and mods can be found here, just the ticket for musicians and music fans alike.

**Games:** Full games, demos and extras for existing games can all be found here including Trapped II, Battle Duel, Genetic Species F1GP Editor.



**Magazine:** This is where you'll find most of the bits that tie in directly with CU Amiga Magazine. This month there's CG fonts and browser demos.

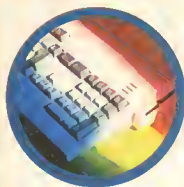
## If your CUCD does not load

If your CD does not load contact Diskpress on 01451 510788. If they advise that the CD is faulty send it along with a SAE to: CU Amiga Magazine Disk Returns, Diskpress, 7 Willow Court, Bourton Industrial Park, Bourton on the water, Gloucestershire GL54 2HQ.

Please note that some CDs will not autoboot on systems other than CD32s, so try loading it from Workbench first.

CUCDs will work with almost all Amiga configurations and filesystems. However, we recommend older CD filesystems be replaced where possible.





# News

## Amiga International License Micronik

**P**etro Tyschtschenko, president of Micronik International, has announced the first of what they hope will be many licensing agreements. Micronik's Amiga clone tower systems will now be produced under an Amiga International license and bear the new Powered by Amiga logo. The Micronik Towers, the first third party products to bear the official stamp of approval, are available in a range of options. The Infinitiv A1300 is a tower system without a bus board. The Z2i bus board comes with five Zorro II slots, two

PC-ISA slots, two PCI slots (for use with a Pentium daughter board only) and an optional video slot makes the basis of the Infinitiv A1400 tower system. The latest and most powerful system, the Infinitiv A1600 boasts the impressive new Z3i bus board, which is similar in specification to the Z2i but supports Zorro III as well as Zorro II, comes with a SCSI-2 controller on board, and it also has an A4000 style CPU slot, that gives it all the functionality of an A4000. In other developments, Amiga International will soon be

announcing a new head of its Amiga arm of Research & Development. The new head of R&D's first job is to create a strong, central engineering team with strong Amiga backgrounds - to take Amiga R&D forward. Gateway will fully announce this key position in the near future.

## Ateo Expansion Bus Gets Faster

French hardware company Ateo Concepts has redesigned its expansion bus board to make it even faster than before, and says that 'The change in design is due to the demands for higher bus speeds'. Ateo is hoping to get the board out by early Autumn. They also claim 'The redesign will allow a significant increase in bus speed, allowing the board to compete properly'.

Patent delays mean that details of the board are still slow in coming, but Ateo has said that the board is designed to work in a better case as a direct rival to the Zorro busboards produced by Eagle and Micronik. The board is projected to sell at around the £150 mark including a graphics card. The original specification was based on the old Cirrus Logic GD5434 chip which Village Tronic used in the Picasso II, but due to supply problems this has changed. A more up to date Cirrus Logic chip will be used, and will ship with 2Mb of video RAM. They claim the now card is equivalent in power to a Cybervision 64. The retarg software for the card will be based on the Picasso 96 RTG system.

The nature of this expansion bus has excited a certain amount of speculation. CU Amiga has its theories, but Ateo stated that the bus type is "a standard in the industry but not Zorro". Ateo claim further releases of off the shelf products will include, an Ethernet card, an I/O card and a SCSI controller. The driver software for each of these units is currently being written. Ateo has offered help for anyone writing driver software for any of its products.



## Fastest 680x0 Accelerator Yet

Eyetech are about to unleash a 66MHz, 68060 accelerator board for the A1200. Made by ACT Electronics, known for its Apollo line of accelerators, the new board plugs straight into the accelerator slot on any standard, non-tower A1200. It also has a single, auto configuring SIMM slot which will take single or double sided SIMMs of up to 32Mb

The 66MHz speeds are due to the latest developments in Motorola's manufacturing processes. Eyetech claim the 1997 mask version allows the CPUs to operate up to a sustained 75MHz, although Motorola do not currently ship 68060 processors in a version officially listed as 66MHz. The CPU speed was chosen below its sustainable perfor-

mance of 75MHz, to avoid overheating the processor in the small space of an A1200 desktop case. Tower users who may be able to run 75MHz versions, could also fit second SIMM slots at time of purchase or retro fitted, allowing them 64Mb of RAM in total. Price: £399.95, inc VAT. Second SIMM slot £20. Details from Eyetech on 01642 713185.

## Nova Design Crossgrade Offer

Nova Design are offering a "crossgrade" sale for purchasers of the new version 5.0 of Aladdin 4D. Owners of Aladdin 4D can buy Nova's other big name product ImageFX at \$124.95 US when ordering the \$39.95 upgrade to version 5.0 of the 3D package. Conversely, owners of ImageFX can order the upgrade of Aladdin 5.0 to get the package for the upgrade price. Aladdin 4D version 5.0 now sports a proper Workbench style interface, CybergraphX and Quattro support, full integration with ImageFX, a new lens flare system, spline based motion paths, ARexx support, real time texture previews and a lot more. Nova Design of Richmond, Virginia can be contacted on (+1) 804-282-5668.

## Gateway Bring Cow to New York

Gateway 2000's CEO Ted Warrt celebrated the listing of his company on the "Big Board" the New York Stock exchange, with a cow. Traditionally when a major company joins the big board, the CEO of that company is invited to ring the bell signalling the opening of trading on the first day that they are listed. Ted Warrt was accompanied by one of the corporate mascots, a Holstein Cow who wore a bell around her neck and is the first bovine in history to ring in trading on the NYSE floor.

## MetalWEB Debuts

Swedish software company Multitaskers authors of BurnGUI and DMSGUI have released the first version of their shareware HTML page creation utility MetalWEB. It is a true WYSIWYG web page creator with full drag and drop control. The authors claim the package makes web page authorship possible even for users without any knowledge of HTML scripting. You can contact Multitaskers via E-mail at Multitaskers@redastb.se



# Letter From Petro

To all readers of  
CU AMIGA Magazine

Dear Reader

First of all I would like to say thank you very much for your standing and patience. It is your success the AMIGA has survived.

With Gateway 2000 please be sure we will have a great and bright future. As I mentioned already in my London speech, the base of my strategy are three elements:

- Supporting the existing AMIGA community
- Leveraging the existing AMIGA technology through broad licensing
- Assisting in developing new products based on open standards to the home computer and videogame market

AMIGA International, Inc. is exploring all possible products for the marketplace including both hardware and software.

We will open up the marketplace to closing through licensing.

We are interested in working with companies such as Phase 5, Micronix, Index and others to develop one unified AMIGA standard.

At this time we are identifying candidates to manage the R&D department and will be exploring the most efficient method of performing R&D.

I believe there is still a strong following for AMIGA systems based on publications and user groups groups that has kept the market alive through two bankruptcies. Through licensing and new product development, these should be a strong future for the AMIGA.

AMIGA's intention is to support the development community through concepts such as the "Open AMIGA License" and will address the features and functions that are necessary.

Gateway 2000 will provide resources to redevelop the AMIGA market place and keep AMIGA a profitable subsidiary of this you can be absolutely sure.

The basis of success is to work together with partners. The AMIGA market center should be a goal, we must go in one direction.

Please watch our web page at WWW.AMIGA.DE where we have installed an "AMIGA QUARTY". All facts since our beginning (the second release) are documented and will be updated.

Long live our AMIGA and our AMIGA community!

Yours

Petro Tyshchenko, AMIGA International Inc.

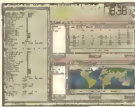
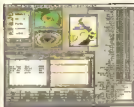
Many readers have contacted us looking for re-assurance since the Gateway 2000 buyout of the

Amiga. Who better to give it to us than the President of Amiga International, Inc.?

# pOS Pre-release

The pre-release CD version of Pro-Ad's Amiga replacement operating system pOS is due in mid July. The CD will feature a complete pOS workbench with, a task manager, taskbar and drag and drop windows pOS shell, a Dopus like disk filing system, an HTML viewer UNIX emulation, a datatypes like file type viewing

system for various graphics, text types, and a selection of demos like fractal generators and some Workbench games. Limitations are that it runs parallel to Amiga OS rather than as a replacement pOS pre-release requires an i20 Amiga with 4Mb RAM and hard drive as minimum. Full release and PowerPC versions will follow.



## News in Brief

### Golden Image New Products

Golden Image have announced a new range of products, mostly from the Elaborate Bytes/Individual computers lines. They will be stocking the Catweasel in A1200 and A4000 versions at £55 each, the Buddha IDE interface Zorro card also at £55, and the Buddha plus Catweasel Zorro cards at £79 - look for the review of this product next month. Also announced is the black Amiga logo 400dpi mouse at £9.95 including P&P and the GI Quattro 4 way IDE interface including registered IDElix '97 for £59.95. Contact Golden Image on 0181 900 9291 for more details.

### Sadness Sign Foundation

Sadness software has announced it's first game release, Foundation, due for release in the Autumn. Sadness has signed author Paul Burke to it's label as, they hope, the first of many. Citing the competitiveness of the CD-ROM market as the reason for expending into games, Sadness has stated their intention to sign up other games developers producing innovative and impressive new games. You can find out more about Foundation in our ebook preview on page 36.

### Weird Science Moves

Top Amiga CD-ROM company Weird Science has moved to a new, larger premises in Leicester. A new showroom which should be ready in mid July, will be displaying Weird Sciences large range of CD-ROMs, but will also be extending operations into games and hardware. The showroom will be stocking Vulcan and Guildhall titles, and high-end hardware, including Micronix Towers and phase 5 accelerators. Weird Science has told us that if it can source Amiga motherboards it will sell complete towared up Amiga packages. The new address is Weird Science, G House, Troon Way Business Park, Hemmestone Lane, Leicester LE4 5HA. Tel: 0116-2340682.



# Index Information Announce New Amigas

Index Information have announced the imminent release of a new Amiga computer system, with more to come by Christmas. The first product is the Access, based on a redesign of the A1200 motherboard. The product lines to follow are the Connect, an OEM motherboard, and the InsideOut, a next generation Amiga system.

Index Information are a British company who specialise in multimedia display solutions and Point Of Sale equipment. They produced the seven screen multimedia show on board the HMS Belfast, and the innovative interactive displays were used in the London Transport Museum.

The Access is designed to ship as a POS (Point Of Sale) and multimedia display platform to replace their very successful CD32 based system. Improved efficiency in the circuit design has enabled them to shrink the circuit board to fit into a 5 25" drive bay. Index told us that they've managed a few minor improvements, including fitting a 3.5" IDE interface and better ChipRAM access giving a 30% speed increase. Access is designed to be fitted into tower cases as part of a flexible modular system.

Index will be supplying a half height case version with floppy drive and CD-ROM. The CD-ROM can optionally be replaced with a hard drive or the floppy drive with an LS120 or a 120Mb rival to the IOMEGA Zip which can be used

as a removable hard drive. Other features include 15 pin VGA output, real time clock, 2 or 8 Mb of Fast RAM, a built in sound sampler, and an ISA slot which can be supplied with a modem or an Ethernet card. The machine uses standard A1200 ROMs, but also has a 256k Flash ROM which stores the CD-ROM drivers and can be updated to cover any future upgrades.

Even more interesting is the plans Index have for the future. They are planning launches by the end of the year for their mid and high-end systems, the Connect and the InsideOut. Connect is an AT style motherboard which fits straight into standard PC cases and is entirely A4000 compatible. It will be supplied to OEM dealers

who can use it to produce custom build Amigas. Systems should start at £6-700. Index are tight-lipped about the InsideOut, but see the specs below. The only additional information given was that when they showed Gateway

2000 what they had after the WGA press conference, a lot of 'jaws dropped'. Index plan to release the InsideOut as a complete system at around £1000. Significantly, Index are very nearly the second company to gain an Amiga License.

## Specifications

### Connect:

- Baby AT size motherboard
- A4000 compatible
- CPU slot for any '040 or '060 processor
- 2Mb Chip RAM and up to 128Mb Fast
- 4 x Zorro III slots, 4 x ISA slots
- 1 x Amiga video slot
- 4 IDE device support
- CD-ROM audio input and mixer

### InsideOut:

- Compatible with all Workbench apps
- RISC processor performance
- Full return to 1280 x 1024 24 bit display
- Optional 3D Accelerator card
- Fully implemented PCI bus with wide software support
- TCP/IP and NetBIOS network support

**index**  
Information

## News in Brief

### Epic/Islena label Expansion

Epic's move into the games market continues at a pace. They have announced that they'll be handling releases of XP8 and Pinball Palade at under £10. A CD version of the Sid Meier classic Civilization is also in the pipeline, produced in co-operation with Guildheif leisure. Alien F1 is continuing development under the new title Ft Challenge, and although Italian Author Paolo Cattani is doing national service, Epic is confident this won't cause a major delay. Epic has also told us that it's signed exclusive distribution deals for Vendetta and Trapped 1. Adventure game Slath Sense Investigators nears release and Epic say there are more games on the way than they can keep track of.

Epic are making releases on the productivity front too. Products for the near future are EVR, a 'rave demo maker' with 50Hz frame by frame image manipulation and Avid Pro, a complete AVI animation player with a suite of animation conversion utilities. They will also be releasing some multi CD sets such as the awesomely titled 25,000 photographs. Call Epic Marketing for more details on 0500 131 486.

### Championship Manager 2?

Eidos Interactive have promised us that Championship Manager 2 is almost complete and release is imminent. Although Eidos haven't shown any great commitment to the Amiga market and have said that they've no further plans to support the Amiga, the team which is producing CM2 are pushing to complete the project so they can begin development of their new project Championship Manager All stars.

**COMING SOON TO  
CU AMIGA MAGAZINE... SEE PAGE 18!**





by Jason Compton. Jason Compton is Editor in Chief of Amiga Report Magazine

# Stateside News

## PhonePak Comeback

OnLina of Sylvania, Ohio has enunciated that it has stepped in and purchased the rights to the PhonePak software. The company's first priority will be to provide support and upgrades to existing PhonePak customers.

PhonePak was a voice mail and fax centre on a Zorro card with a monstrous number of little chips on it and a couple of innocent-looking phone jacks, which when paired with some unattractive but functional software gave an inexpensive but professional-seeming office phone networking system. They are still traded in the Amiga second hand market, though they've been out of production for quite some time.

GVP built the boards but they had their own problems and went out of business. Revived a couple of years ago, GVP has not got around to restarting PhonePak production partially because the hardware and software had different owners. This problem has now been taken care of.

The future plans for a re-release are as yet not firmly decided but the board will not return in its old form because of the high cost of the original design. Voice mail-capable modems are being investigated.

For more information contact OnLina at PO Box 8142, Sylvania OH 43560 USA or at <http://members.aol.com/onl142>

Breaking what looked to be a year-long dry spell of major Amiga only events in North America, two groups have announced plans to bring several well-known Amiga events back to North America. The Amiga Center Ohio Network (AMICON) is bringing back the Midwest Amiga Exposition. Last year the MAE brought a brisk crowd from across



the American Midwest and East, featuring Nova Design, Neither Realm Software, and a host of dealers and user group exhibitors as well. This year's show is planned for September with organisers promising that it will be even bigger than last year's event.

AMUSE of New York is bringing an old tradition back to its city. The AmiExpo, which was started by AMUSE members, is being revived and will be the first large Amiga show in New York since Commodore cancelled the WOA New York show in 1994 shortly before its bankruptcy. The group says that it's working with other user groups to make the event come together. The AmiExpo is planned for October 25th and

26th and rumours indicate that a Manhattan site may be chosen.

For more information on the MAE, contact AMICON, PO Box 18311, Columbus OH 43218 USA or see the web site at [www.amicon.org](http://www.amicon.org). For more information on AmiExpo, contact Livingston Hmckley at 001 212-963-8399 or see the show web site at <http://www.freeyellow.com/members/amigatv>

## AMIGA AmiExpo

## Scientific Amigan Returns

Robert B Pigford, or as he's known in the US, Dr. Frankenstein, has revived Scientific Amigan.

SA's newsletter informed on science and technology related applications of the Amiga computer worldwide. It had a small but well-educated following but after 18 months of publication, it folded in mid-1995 as a result of the failure of Amigas used in its production and the tenuous North American Amiga marketplace of the time.

Pigford has purchased the rights and the back library of SA and is reviving the resource to be published online. Pigford will still provide hard copies of back issues of SA and presumably of forthcoming resources as well.

For reprint inquiries contact RBProductions at 835 West Warner Road, Suite 101-261, Gilbert AZ 85633 USA, or check out SA online at <http://www.goednet.com/~cyanic/scam/index.html>

## Argent Ethernet

Digital Lightyear Technologies says it's entering prototype stage with its Argent Ethernet card, first announced at the March St. Louis Amiga 97 show.

It wanted to create a low-cost, fully compatible Amiga Ethernet card and to make it more affordable than earlier market entrants. DLT is currently projecting a price of US\$100, considerably less than current competing products. An A1200 version which would reside on the suddenly popular clock header has also been considered.

This card is a Zorro-II autoconfig card, perfectly suited for any Amiga slot box or A1200 Zorro tower conversion. In addition to in-house design, DLT is calling upon former ViScorp software engineer Jim Goodnow, who also penned the ageing AztecC, for network software support.

Digital Lightyear is currently taking inquiries from dealers with September being the optimistic release date. For more information, contact 1517 106th Ave. Ct. E, Edgewood WA, 98372 USA, or 001 206 927 3817

## Microcode Product Changes

Microcode Solutions, responsible for PCx and Emplint, has made changes to its upcoming product roster. Despite being announced and prematurely reviewed in some publications, Microcode is delaying its Apple II and Atari 8-bit emulation CD because Atari emulation has been scrapped in favour of a new program "WACKIE". Jim Drew of Microcode says that the new code is being ported from

Macintosh PowerPC source code and offers superior compatibility, although it does require greater resources to run. Target machines will also now need an i386/50. With no projected release date for the new Atari/Apple bundle, Draw blames poor consumer response for lowering the project's priority.

Microcode also claims that Fusen, its new Macintosh emulator, is now in final pre-production

testing and will offer a new feature – an inner-communications Port (ICP) making Macintosh and Amiga resources more accessible to both machines.

PCx 2.0 is in progress but has no release date. A completely rewritten CPU Transcription core is promised for greater speed.

Inquiries on Microcode products should be directed to Bittersoft on 01909 261466



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Coming soon...

# TFX

The Apex of Military Flight Simulation



Brought to you exclusively by

**CU** **AMIGA**  
MAGAZINE





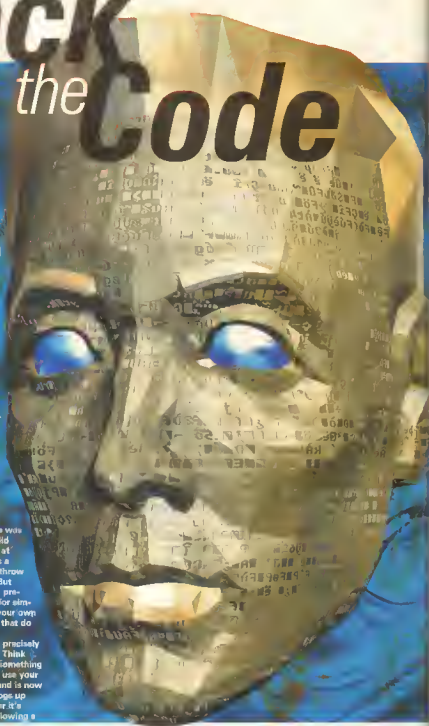
# Crack the Code

**Bored of programs and utilities that never seem to do exactly what you want them to? Now is the time to take full control of your Amiga, your own software and learn to program for yourself.**

**S**orry! Just the mere mention of programming can have the effect of making otherwise confident computer-literate users feel more technophobic than the staunchest Luddite. But it needn't be that way. Once you've confronted the initial apprehension, it quickly becomes apparent just how useful, fun and rewarding programming can be.

Wouldn't it be great if there was a small tool or program that did XYZ? Everyone's thought this at some point and in many cases a quick scan of the Aminet will throw up a few potential solutions. But there's no substitute, if you're prepared to get in a bit of work, for simply sitting down and writing your own highly personalised programs that do exactly what you need.

No one uses their Amiga in precisely the same way as anyone else. Think about it: there's bound to be something you do almost every time you use your Amiga that was once a pain, and is now just a part of a routine that clogs up your Amiga sessions - whether it's converting files by hand or following a



## Shareware works

Do it yourself distribution works well with Amiga software. You would have a hard time of it trying to sell an Amiga application to a major conventional-style software distributor for sale in high street shops, but that needn't put you off coding a masterpiece. Shareware has been proven to work, both as a distribution system and a revenue earner. Aminet is the hub of the Amiga shareware scene, used by amateurs and professionals alike.

The shareware concept is simple and effective. First of all you create your program. If it's sufficiently advanced to be of use to others, you can upload it to Aminet or distribute it via other Internet means or via shareware libraries. With this first release, you include some text that requests a small registration fee (typically between £10 and £20) from anyone who uses the program on a regular basis. In return, the user will be logged as a registered user end, for example, become entitled to future updates to the program for absolutely no charge.

The terms of the registration can differ depending on the nature of the program, the author's wishes and so on, but



these terms would be laid out in the original registration document

that is included with the program. For example, if a major re-write of the program is pencilled in for some time in the future, the author may deem that the initial registration only covers updates from, say, version 1.0 through to 2.5. On the whole though, registration of a program should be valid for the whole course of the program's development.

It's also quite common for the 'freely redistributable' version to have limitations such as a lack of ability to save out projects, or perhaps a shortened list of features. These would be re-instated on registration. This tends to be the case with more advanced programs, whereas often a version 1.0 release will have all of its features intact from the outset. Either way, registration



offers more features in the near or immediate future.

Another method is to use Aminet and so on to distribute an almost totally functional program which requires a small personalised 'key file' which is sent to the users on receipt of the registration fee.

In order to get the registrations rolling in, you first need a good program. This could be anything from a tiny utility to a major application, although registrations are more likely to come from well written, useful applications. Don't expect to make a living from people registering your Clock-on-the-Workbench type creations. It is possible to make substantial pocket money or even escape a living from writing shareware, but don't expect an overnight rags-to-riches scenario. The best way to approach it is as a hobby, which might even pay for itself in time.



▲ Given Acid Software's 3D prowess in Blitz Basic, our next test on 4386s, can be tackled up and shows what even simple programming languages can do.

ious start-up and configuration routine each time you begin a new project - a few AREXX scripts could have the whole thing done for you at the simple touch of a button.

Or maybe you're forced to use (gulp) another platform to perform certain tasks alongside your Amiga, just because there's no Amiga software that does the job. A nice bit of C code should sort that out. Perhaps you really need a program that interfaces directly with a bit of generic hardware that never got any Amiga software support. Hall, you might just want to write the next 'krflr app' or port Monkey

Island III to run on your Amiga. No-one ever said programming was easy, but you can do it if you have the urge. Just look at the size of the Aminet archive, creaking under the strain of Gigabytes of software coded by Amiga users from around the globe, proof that programming is not the preserve of the rocket scientist. In fact the ability to program your Amiga in all kinds of ways, at all different levels, is one of the unique aspects that makes this scene so vibrant. Why on earth should you mess out?

## Genesis

It is encouraging to remember that all of these people currently banging out everything from small utilities to major applications and games started out knowing absolutely nothing about programming. Maybe that's where you're at now, or maybe you've had some previous experience, in which case, you've already got a head start.

But what is it that attracts people to get their head down and learn how to program this computer? The main five reasons appear to be:

### 1. Creativity

You are only limited by your imagination in what you can construct. In the extreme a

program can be considered to be a form of art, especially as each program is individually pieced together. Just as a skilled sculptor can fashion masterpieces from things like garden waste and dead animals, a programmer can provide elegant and efficient solutions for even the most mundane tasks, like editing text. The biggest reward for a programmer is the final creation in all its functional glory. And once you've had a taste of this great sense of achievement you'll be hooked: it won't be long before you're embarking on another project just to get your fix.

### 2. Helping others

There are many social rewards in sharing your knowledge, expertise and even your code. This is probably the main reason



## Get stuck in

Jump straight to page 80 now for the start of our tutorial on C programming for the Amiga in conjunction with this month's cover mounted Storm C compiler.



▲ Here's DrawStudio: a typical example of an Amiga application that was programmed in C. There are 100s of top programs that are coded in this versatile language.



why so many people co-operate to make Amiga the massive success it is. Another benefit from interaction with your peers (all programmers are equal!) is the competition it creates. To take a concrete example, the current rivalry in the world of web browsers brings huge advantages to everyone involved. AWeb, iBrowse and Voyager have been trying to trump each other in the features stakes for a while now. This has rapidly increased the speed of development of these tools and forced them to be aggressively priced. But it's far

disk space. But more often than not these time and space constraints are contradictory requirements.

Efficiency is always the prime concern and, simultaneously, it is the major obstacle. The design and implementation of efficient (and correct!) algorithms is therefore one of the most demanding aspects of programming. Luckily human nature is such that many people thrive on the most exacting challenges. If it's not challenging and forcing you to find solutions within your code, then for many, it's probably not

from over. None of them yet support Java so there's a lot of fighting left to do!

### 3. The challenge

Many software solutions are extremely complex, and usually necessarily so. However, it is often the case that the main complication is not in providing a solution (however elegant) but in making that solution efficient. It must be fast and must make spanning use of limited resources such as memory and

even worth the effort.

### 4. Earning a crust

Of course, it would be foolish to omit the obvious reason why a lot of people ultimately find programming interesting. A profession in computing can be a simple extension of a hobby, or it can be something for which you train for many years. But, unless you're really brilliant, prolific or lucky, you're unlikely to make a fantastic living from distributing your products as shareware. Finding and successfully fulfilling a niche in the market would give you a definite edge but, at the end of the day, shareware ought to be regarded as a means to finance a hobby.

So it's the commercial market which attracts many programmers and there are many jobs on offer, that cover an astonishing range of salaries and benefits. The need for various programming expertise seems to be increasing at an alarming rate, which is not that surprising considering how heavily we rely on computers these days – that and the increasing complexity and speed of the systems that we need. Good commercial programmers are therefore in demand, across a wide variety of expertise and experience. But be warned. Many programmers would say that if you're in the business of program-

## Which language?

There are many different computer programming languages, so it's important you pick the right one for your specific requirements. For now, we'll forget the likes of Pascal, Cobol, Fortran, Prolog, Lisp, Forth, Logo and so on, and concentrate on those most relevant to Amiga programmers. Take a little look at the panel elsewhere in this feature for an overview of the currently in-vogue Internet related programming languages.

#### AMOS

**Difficulty:** easy  
**Good for:** simple games  
**Bad for:** DS-compiled applications, fast games  
**Compiler status:** development has now ceased  
**Notes:** AMOS has a lot going for it, such as built-in scrolling and sprite

commands and it's very easy to learn. However, writing one-games applications can be a pain. AMOS likes to disable the Amiga's operating system, although an intuition extension is available from the public domain.  
**Examples:** Vahalla, Dogfight (see cover disks)

#### C

**Difficulty:** hard  
**Good for:** applications and games  
**Bad for:** nothing  
**Compiler status:** continual rolling development  
**Notes:** C is a great all-rounder and is also very portable. C is widely used outside of the Amiga scene, which is a good thing if you want to take your programming skills into the workplace or to convert your Amiga creations for use on

other platforms.

**Examples:** Most Amiga applications.

#### Amiga E

**Difficulty:** medium  
**Good for:** applications  
**Bad for:** portability  
**Compiler status:** development has now ceased  
If you're only interested in programming for your Amiga, E is a good choice, as it's an Amiga-specific language. It's similar to C, but is simpler and easier to get the hang of. Cover-mounted on December 1995 CU Amiga with a tutorial manual.  
**Examples:** Early Photogalica and Image Studio.

#### Blitz Basic

**Difficulty:** medium  
**Good for:** lots of games and some



AMOS: easy to use but very limited



C: almost all Amiga apps are programmed in C



Amiga E: an Amiga specific C-alike

...ely for the money, then you're  
going to be that good, or that happy  
and I

### Control

...often acknowledged reason for  
...up programming is also one of the  
...sides of human nature: the need to  
...control. Even something as inert and  
...as a computer is a reasonable tar-  
... dominance. The fact that the dis-  
... can be animated in various ways and  
... machine can mimic some of the  
...gs we would consider to be life proba-  
... makes it easier for us to justify subju-  
...g it, however artificial it really is.

## But is it fun?

...as been remarked that programming is  
...most fun you can have with your  
...thes on (but this in no way suggests  
...at you have to wear clothes.) Okay,  
... stretching it a bit, we admit. One  
... is clear, though: fun is largely a mat-  
... of taste. If you need an extreme exam-  
... then just consider for a moment the  
... that some people find gardening fun.  
... fingered readers can send all their  
... plants to 'Offended Gardeners', c/o  
... Amiga.

... Unfortunately there are always going to  
... a lot of things we never discover to be

enjoyable, simply because we don't try  
... them. Parachuting might well be a right  
... laugh, but not many of us are actively con-  
... sidering jumping out of an aeroplane at  
... 30,000 feet, with just a patchwork of old  
... silk shirts between us and a very depress-  
... ing (or compassing) end. Programming is  
... similar (but it's also a lot less dangerous)  
... we can't know if it's fun unless we are  
... genuinely curious enough to try it  
... out for ourselves.

Exploration is another driving force in a  
... lot of people's interest in programming.  
... Because it often takes a fairly shapeless  
... form, this kind of work is often regarded  
... as idle hacking. It's possible to derive a lot  
... of enjoyment from just 'driving' around,  
... admiring the views, so it's fairly safe to  
... say that this can be fun. There is a flip-  
... side, though: the misuse of these inves-  
... tigative skills is widely publicised,  
... newspapers often carry stories on some  
... hacker compromising a network's security  
... or bypassing other constraints.

## Where to start

If you've never considered programming  
... before and you think it sounds interesting  
... then you're lucky, because you're already  
... one step ahead of a lot of people. The  
... Amiga is arguably the best computer you  
... could use for programming. It has a small

and fast Operating System that makes few  
... demands on memory and disk space, and  
... has for more than a decade contained fea-  
... tures that are only now becoming widely  
... adopted (such as pre-emptive multitasking  
... and object orientation).

The Amiga is also blessed with many  
... programming languages, from low-level  
... Assembly, through C and C++, to the  
... higher-level Oberon. There are also Amiga



▲ Assembly: the heavy demands of demo programming today requires the use of a sophisticated language. Unfortunately, AMOS programmers need not apply.

### simpler applications

**Bad for:** complex applications

**Compiler status:** development has  
... now ceased

**Notes:** Blitz Basic aimed to combine  
... the simplicity of Basic with ready  
... made commands to handle graphics  
... at speeds required by arcade  
... games. It achieved this, and has  
... been the basis for some classic  
... games, such as Gloom and  
... Shidmarks. It's a bit like AMOS, but  
... done properly.  
**Example:** Gloom, Shidmarks

### ARexx

**Difficulty:** easy

**Good for:** batch operations and  
... remote control of applications

**Bad for:** stand alone programs

**Compiler status:** a/s

**Notes:** ARexx is a different kind of  
... programming language, designed to

### interact with other applications

that are running. ARexx can be  
... used to remotely control applica-  
... tions to carry out tasks that would  
... otherwise require long, laborious  
... and repetitive mouse clics (such  
... as batch picture file conversion for  
... example).

You'll notice from this little  
... round-up that C comes out on top,  
... which is why we've cover mounted  
... the Storm C compiler on this  
... month's disks and CD. That's not to  
... say you shouldn't use any of the  
... others. You should pick which ever  
... is going to fit your particular needs.  
**Examples:** ProPage Games,  
... Personal Point macros

### Assembly

**Difficulty:** hard

**Good for:** fast arcade games and  
... demos

### Bad for: Nothing is particular

**Compiler status:** development now  
... ceased

**Notes:** Assembly language is the  
... closest you can get to talking to  
... your computer in its native tongue.  
... Other languages are based around  
... systems and commands that are  
... easier for us to understand. The  
... main advantage of assembly is  
... that it allows you to write the  
... fastest, most optimised program  
... code possible, which at times is  
... essential. For example, the graphics  
... routines required to drive multi-  
... plexed scrolling and sprite-based  
... displays at 50 frames per second  
... are best done with assembler.  
... However, you will need a large  
... brain and patience by the gallop to  
... get anywhere with it.  
**Examples:** PO demos and the  
... majority of games



Whoa, Shidmarks shows what can be done



ARexx: king of the macros



Assembly: fast and furious GLOOM



specific languages like the excellent Amiga E and the ever useful ARexx. The canonical starting point for beginners is usually some kind of BASIC (AMOS Blitz and HiSoft BASIC are the main Amiga choices), but the most popular language generally is C (popular Amiga compilers include SAS/C, DICE, GCC and the relatively new Storm C). So prevalent is C that the official Amiga system guides (the ROM Kernel Reference Manuals) are biased strongly towards it.

## Benefits

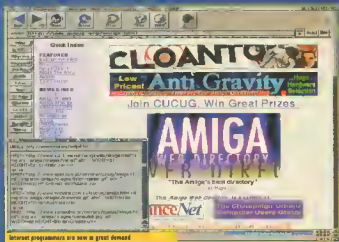
You could do much worse than investing your time learning C since it is practically the de-facto standard in industry, as well as the Amiga community. Skills learned during hobbyist programming with your Amiga in C are likely to be of great benefit should you consider a career in computing, despite the dominance of those PC things. Knowledge of C will also serve you well in 'upgrading' to C++ and Java which are starting to chip away at C's dominance. In fact, support for C++ is usually included with your C compiler (e.g. GCC and Storm C). Unfortunately, there is no complete Amiga implementation of Java available yet, but this situation is likely to change very soon, and we'll likely be inundated with different versions!

Many colleges and night schools do courses in C and there are lots of very good books on the subject. But, once you've got the core concepts under your belt there's no substitute for experience (and perseverance). Write as many different kinds of program as you can, and practice turning designs into reality. Learn how to use a good programming style (eg, OOP) and learn how to test the finished products thoroughly. Fixing the errors in your programs (debugging) is a black art practiced by all programmers. Being good

## C vs. C++

People seem to think that all those + symbols mean that C++ is better than C and they should learn that instead. Not true. C++ derives from C, so learning C first helps. What's more C++ has higher system overheads and is harder to program. The most important difference is the support in C++ for exception handling and Object Oriented Programming, a subject beyond the scope of this feature. Put very simply, OOP drops the linear structure of traditional programming in favour of a system of separate code 'objects' which are examined in parallel, widely used in expert systems and modular control systems software. One bonus is that C++ coders can earn a lot of money. We strongly advise getting your head around C before progressing to C++.

## Coding for Internet



Now there's a whole new chapter in the programming story: the Internet. The easiest of all internet programming languages is Hyper Text Mark-up Language, or HTML. HTML is the system used to construct world wide web sites from the basic building blocks of text and graphics. The principles are quite simple and easy to grasp, and there's currently quite a demand for HTML coders as the

world and his wife scrambles to try to make their online presence more prominent.

Java script is taking over on the Internet. Vestly more advanced than HTML, it is actually possible to progress applications with it, and it makes up the core of many interactive web sites. Although there is no Java 'virtual machine' to run Java on the Amiga yet, two rivals are due this summer.

at debugging is sometimes more important than creating the code in the first place, and it is debugging that will ultimately teach you more about programming than anything else.

## Use resource, Luke

The great thing about having a huge repository like Aminet is that you're almost certain to find tools and even sources that will help you with any project you choose to work on. For instance, there are a number of GUI builders which allow you to visually create a GUI. Coding a GUI by hand is instructive the first few times you do it, but after a while it becomes a real chore. Thanks to Java Development you can take much of the pain away and draw your GUI using a program called GadToolBox (which is giffware: you only obligation is to send the author a gift if you like it or use it regularly). There are other such GUI builders available, but GadToolBox is often recommended and suits most basic needs.

Then there's the Amiga's shared libraries. These are collections of useful routines that many different programs can use. For instance, the ifLibrary contains routines that greatly simplify the loading and saving of IFF pictures. Why go to the bother of writing the code yourself when

you can just make use of some other person's fine efforts?

Another massive resource that is easy to use if you are connected to the net and extremely beneficial to other users' experiences is joining a dedicated mailing list or reading the Amiga newsgroups which instantly put you in contact with thousands of like-minded people. You'll find loads of people who've been down the roads you're travelling and they'll know which is the best route and how to avoid some of the larger potholes. After all learning from experience (our own or other people's) is allegedly what sets us apart from monkeys.

Jason Hu'ance

## Further reading

Our new programming tutorial will be moving quickly, and we want to concentrate on Amiga specific information which is hard to come by. We recommend you get a general C reference work such as *Kernighan & Ritchie's The C Programming Language*, widely regarded as the C bible, or *Teach Yourself C in 21 Days* published by *Sams Publishing*.





▲ Duke Nuke 3D on ShapeShifter plays very nicely with a graphics card and a GDDG.

# Power Gaming

**More powerful Amigas are coming. The 68030 is pretty standard and PowerPC is on the way. So where are all the power games?**

**M**yst is coming. Quake looks likely. We even played Duke Nuke 3D on an Amiga the other day. Compared to the dross we have been seeing recently, these titles are on a whole new level. There are titles on the horizon, some of them Amiga specific, some of them conversions, which could make the Amiga

a leading games platform again.

The new enthusiasm in the games market has raised a lot of hopes, but has also caused an enormous amount of confusion. Wild stories are being thrown about, and no-one seems to have a clear idea of what is possible and what is realistic. The first thing you have to know is that stock machines are unlikely to be well catered

for in the future. It may come as some thing of a shock to many that the A1200, not just the A500, will be considered too low end to be concerned with by software houses. There is a tendency in the Amiga market for people to be wary of calls to upgrade, and there will no doubt be some resistance to this move from certain quarters. However, as the public taste for games has changed over the years, people want to play titles which do a lot more in the space of time since the arrival of the A1200. PC users have had to upgrade continually to play games. When the A1200 first went on sale it was competing with PC systems with a 386/16 CPU and VGA graphics. Rich PC owners were going for 486 chips running at up to 50MHz with hard drives, SVGA cards and sometimes even CD ROM drives. These were the PC equivalent of an A4000 with a graphics card at the time, yet those once aspirational machines are now two or three generations out of date. That the Amiga is anywhere at all when it is this far behind the rest of the world in development is a testament to the revolutionary nature of the hardware.

## The truth

You will have heard a lot of reasons for the Amiga's decline as a games platform. The truth is quite simple. It was a matter of fashion. At around the time the A1200 was released, the big news on the PC was Wolfenstein 3D. Wolfenstein was enormously popular and soon spawned perhaps the most famous computer game of all time - Doom. The 3D revolution was well under way, and has since had a massive effect on the computer games industry. Look across the shelves of any big games store and you will see that virtually every arcade game being released is 3D.

When the Amiga was originally



▲ Settlers 2 – currently fifth on the Click!DOOM wish list and ideal for Amiga conversions.

was signed a lot of thought was put into games capability. The blitter, playfield hardware scrolling, sprites, copper and so on were all brilliant for the kind of games which were popular at the time. If you wanted to write a horizontal shoot 'em up with 32 colour sprites and scrolling so smooth you could put it in a car chase and James Brown, the Amiga was the only choice. There wasn't any thought given to 3D hardware for the simple reason that no-one thought that 3D hardware was a viable concept for a games machine in a home computer in the near future.

Although AGA is capable of higher resolutions and more colours, it retains the playfield structure most suited for the type of scrolling games which have largely gone out of fashion in the 32 bit era. Producing 3D games, even on an accelerated A1200, is hard work and in the case of some of the most up to date games it's a very much impossible. Software houses wanted to be seen to be on the cutting edge of games design and that meant creating the kind of games that were just too difficult to write on the kind of Amigas which most people had at the time. Rapidly every game for the Amiga started to look dated, even if it still played like a dream, and everyone was rushing

into the PC and super console market.

## Super consoles

The other thing that has happened in the games market in this period is the emergence of the super consoles. When the A1200 was released, the console kings were the SNES and the Sega Megadrive. These were both inferior to the A1200 in terms of hardware but had some good games and appealed to those who wanted nothing more than a games machine. Now we have 32 bit consoles such as the Sony PlayStation, the Sega Saturn and now the Nintendo 64. These use RISC CPUs more powerful than the best '680, and contain graphics chips capable of doing ultra fast 3D rendering, hardware texture mapping and so on. The Nintendo 64 actually contains a graphics chip based on the rendering engine used in the Silicon Graphics workstations.

The companies which manufacture the consoles retain a stranglehold on the production of software too. The consoles only run games which contain a small piece of code at the beginning, which the hardware manufacturers retain all rights to. This gives them a lot of control over the software publishers. For example, all PlayStation games have to be mastered by Sony in their own CD duplication factory in Austria. This allows the console manufacturers lots of control over their market, and this is the reason why consoles are so cheap. The hardware is put out at next to nothing or even a loss so that they can sell more of the real profit maker, the software. This kind of approach has meant that £100 consoles are able to do as much as all but the most

## Mao Games.

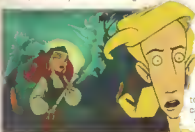
There are actually a lot of seriously good modern games that run on the Amiga which most Amiga gamers do not know about. Until Apple started fitting Macintoshes with PowerPC chips, the hardware in an Apple Mac was very similar to that found in Amigas, and as long as a Macintosh emulator, it is possible to run many Mac games this way. There are heavy overheads to pay – an 040 and graphics card is needed to get the best out of there – but Mac titles such as Dark Forces and Doom 2 run very nicely under Fusion or ShapeShifter. One UK games company is working on 'transparent emulation' of Macintosh titles which will allow Macintosh games to be run direct from an Amiga with sufficient power. There are many problems to be solved, not least the fact that Mac emulation requires the user to get their hands on a snapshot of Mac ROMs, but if they can do this it will immediately make dozens of superb games available. The really good news is that Jire Draw, author of Fusion, has stated his intention to produce a PowerPC version. This should mean that almost any Mac game could be run on a PowerPC Amiga.

expensive PCs. Well if that's the case then what kind of chance does the poor old Amiga have then?

## Power gaming

For a while we have been seeing a lot of Amiga games so poor that they would have been laughed at 10 years ago. Without the big names of the games market producing Amiga titles, a lot of cottage industry games companies have sprung up. Some of them have tried to keep the flame alive, others have been making money from a desperate market by selling games as commercial products which are barely good enough to impress as PD.

Now things are beginning to change, and the average Amiga is now capable of doing a lot more. For a very long time it has been assumed by the games industry that all Amiga gamers were running a 1Mb OCS machine with no hard drive. Nowadays the average gamer is running an 030, AGA machine with 8Mb and a CD-ROM drive. There are even gamers out there who have got themselves '660 processors and graphics cards to play things like Alien Breed 3D, Trapped 2 or XTR in maximum resolution modes and at decent speeds. These kinds of systems make conversions of current games much more feasible. Even the top of the



▲ Monkey Island III – next stop Amiga!





line Amigas with graphic cards aren't up to doing the most demanding 3D games, but there's nothing to stop them running 2D stuff such as *Command and Conquer* or *Monkey Island 3*. With PowerPC boards, a whole new world of gaming possibilities is opened up. There isn't a game on any platform today which requires a processor as powerful as the bottom of the line PowerPC processor. PowerPC based Amigas will still have to cope with the drag factor of the pretty but slow AGA chipset, but there won't be much a PPC Amiga couldn't do, and give it a graphics card and you'll have a games monster.

With Amiga International making a commitment to bring future Amiga computers a degree of industry standard hardware compatibility, we can expect future Amigas to sport PCI slots. PCI is the PC equivalent of Zorro, and PCI cards are a lot cheaper than Zorro. For the cost of a cheap Amiga graphics card you could buy yourself your very own top of the line Matrox Millennium with 4Mb of video RAM, capable of resolutions of 1600 by 1200 pixels at 80hz plus, and an Ouchid Righteous 3D card which can render around a million texture mapped polygons

per second. Combina display cards like this, the huge raw power of PowerPC, the efficiency of Amigas and the ingenuity of Amiga coders and there will be nothing to touch the Amiga as a games machine.

## Amiga needs you!

There is of course one major proviso. No amount of hardware is going to give you a top games machine if no-one is willing games for it. We are at last seeing a light at the end of the tunnel with some form of development in this direction. Sedness software's move into the games market looks like a promising starting point with the rather excellent looking *Foundatron*, ClickBOOM's license for *MYST* puts the Amiga back on the adventure gaming map, and independent developers around the world are working on games which require higher specification machines to run on. Look at the extended previews section this month or the preview special in the June issue and you'll see for your self. However, if we want the Amiga to be up there with the best, it will have to run the best software. It will take a lot to persuade the big game companies to return to the Amiga, but with the advent of

PowerPC cards and the marketing muscle of Gateway 2000 this no longer looks like an impossible dream - but if it comes about it is going to have to be led by the gaming public, and that means you.

The simple truth is that Amiga games do not sell, and the big games companies are convinced that this will never change. They can be proved wrong, but it's up to you. For a start, go to your local games shop and buy a game, *WormsDC* is the greatest game ever on the Amiga, yet it has sold in pitifully small numbers. If you haven't bought it yet, why not rush out and buy it now? If your local games store doesn't stock Amiga products don't just walk out, tell them that you want to buy Amiga games. If you don't say something they won't know there is any demand. Write or phone games companies who have dropped the Amiga and ask them why - be reasonable about this, you can't expect 1D software to write *Quake 2* for the Amiga because until there are no Amiga users who could run it. Don't forget to retain the ClickBOOM wish list form we put in last issue either. ■

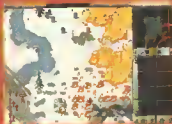
Andrew Korn

## What do you need?

You will hear a lot of wild stories and misinformation as to what the Amiga is capable of. The actual hardware requirements of games varies hugely, as does the suitability of different games to the Amiga's hardware. We've taken a look at some of the more popular titles on the ClickBOOM web site and come up with a guide to the kind of Amiga you would need to run them. We haven't mentioned CD-ROM drives because they all need one.



**Monkey Island 3:** A lot of cartoon animation. A graphics card would make it run nicer, but would run under AGA. 8Mb '030 should cope but '040 would be preferable.



**Command and Conquer: Red Alert:** Top down scrolling is just the sort of thing the Amiga does well. Predecessor *Dune 2* ran on an A500. This one has more colour and detail. '030 and 8Mb RAM.



**Wipeout:** Very fast and detailed, this proved too much for the Sage Saturn. PowerPC would be needed for good speed. Could run lower detail on AGA or higher detail on a graphics card.



**PowerPC essential:** Fast PPC could make up for lack of 3D hardware, but AGA would be jerky - graphics card would be pretty much indispensable.



**Cybervision 64:** 3D graph - cheap as well as the S3 Virge on a Cybervision 64 would make this just about feasible on '060 and 16Mb, but PowerPC is yet again the best answer to speed problems.



**PowerUP cards:** Will run on '060 and graph card if you don't mind making a cup of coffee between frames. Give up and try PowerPC. 16Mb Ram. This game could sell a lot of PowerUP cards.



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# PowerPC™



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## PowerPC *Is Coming!*

**Who wants a 68060? Everyone, it would seem. But one look at a machine running a PowerPC and you won't even give the '060 the time of day, let alone aspire to owning one.**

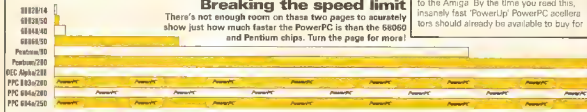
**A**nd you thought a 68060 was fast? Forget that. You'll be able to tile your bathroom with the things before long, and you know why? Because someone has had the audacity to develop a new range of chips that blows Motorola's cute little 680x0 series out of the water, sinking the

Pentium along the way with performance in excess of 100 times that of a basic A1200. Poor old Motorola ah? Well actually you can save your tea and sympathy because it's Motorola themselves (in a joint venture with IBM and Apple) who have done the deed with the PowerPC. So what's new? Another technological

advance comes along and makes the Amiga's core hardware look even more dated? No! Because this time the Amiga is right there, poised to take full advantage of it! While the official Amiga owners sit and ponder their next move, the forward thinking German Amiga peripheral developer phase 5 has taken the initiative and brought the awesome PowerPC technology to the Amiga. By the time you read this, insanely fast 'PowerUp' PowerPC accelerators should already be available to buy for

### Breaking the speed limit

There's not enough room on these two pages to accurately show just how much faster the PowerPC is than the 68060 and Pentium chips. Turn the page for more!



and A4000, while the first cards are due in August this year and A2000 users will get theirs by June.

It's monumentally good news for the and that's no exaggeration. Right now the most common Amiga CPU is the 68000 clocked at either 25 or 50MHz. Upgraded to a 7MHz 68020, this is a substantial improvement but as we are all constantly reminded, it's not a patch on the raw power of a Pentium. However, a PowerPC under the bonnet and Amiga will once again be able to show its Cutting Edge Technology badge with pride.

## Too fast for words

It's hard to imagine the scale of performance leap a PowerPC processor offers over the 680x0 series. We'd normally print a graph showing speed comparisons between various accelerators or CPUs, but in this case we've had to do something a little different. You'll notice at the bottom of this page there are comparative benchmark ratings of a few 680x0 processors, a pile of Pentiums and a couple of PC chips. As you'd expect, the Amiga 680 outstrips even the 68060 by a mile, with its big brother the P2000 coming in at a distant second. Everything night over to this page to see what the PowerPC? Look, they go over to the edge of the page - but it's not all. Turn the page and you'll see the 603e wraps around to a third page, the 604 makes it to the end of this one! Are you getting the picture yet? That's right, we're talking serious speed here. The kind of speed that laughs in the face of 3D rendering, plucks the real-time digital signal processing and the dinner money of ultra-realistic simulations. All those things you thought your Amiga would never be able to do are now within reach. Finally you'll be able to experiment properly with your favorite 3D rendering software, throwing kinds of lighting effects and other things into the equation without having to wait hours to find you've got the camera pointing in the wrong direction. Full-screened quick renderers can now be brought out in a matter of seconds, entire scene animations in hours.

## Audio visual apps

A PowerPC at the heart of your Amiga's basic duplex sound card and good software is all that's needed to perform fast-time multi-track hard disk recording with on the fly digital effects and MIDI sequencing. These are all things of uses the PowerPC can be put to, and the most impressive by far are those that

## PowerPC options from phase 5

Currently phase 5 are the sole producers of PowerPC accelerators for the Amiga. Others are bound to follow their lead once they take off, but for now these are the PowerPC upgrade options currently available (prices exclude 680x0 CPU's). For further information about phase 5's PowerUp range, point a web browser at [www.phase5.de](http://www.phase5.de) or call their Frankfurt office on (00) 49 8171 583 767.



### Blizzard 603e Power Board

Compatible with .....A1200  
Clock speed .....175MHz  
Companion CPU.....50MHz 68030  
Est. Performance .....250 MiPs (approx)  
SpecFP95 rating .....3.1 (approx)  
RAM .....64Mb maximum  
SIMMS .....1 socket  
SCSI .....Fast SCSI II  
Available .....August 97  
Price .....£299 + 68030 CPU



### Blizzard 603+ Power Board

Compatible with .....A1200  
Clock speed .....200MHz  
Companion CPU25-50MHz 68040/68060  
Est. Performance .....280 MiPs (approx)  
SpecFP95 rating .....3.5 (approx)  
RAM .....64Mb maximum  
SIMMS .....1 socket  
SCSI .....Fast SCSI II  
Available .....September 97  
Price .....£399 + 68030 CPU



### Blizzard 2604 Power Board

Compatible with .....A1500/A2000  
Clock speed .....150-200MHz  
Companion CPU25-50MHz 68040/68060  
Est. Performance .....350 MiPs (approx)  
SpecFP95 rating .....7.1 (approx)  
RAM .....128Mb maximum  
SIMMS .....4 sockets  
SCSI .....Ultra wide  
Available .....October 97  
Price .....£499 (160MHz) £569 (180MHz) £669 (200MHz) + 68040/680 CPU



### Cyberstorm PPC

Compatible with .....A3000/A4000(T)  
Clock speed .....150-200MHz  
Companion CPU25-50MHz 68040/68060  
Est. Performance .....350 MiPs (approx)  
SpecFP95 rating .....7.1 (approx)  
RAM .....128Mb maximum  
SIMMS .....4 sockets  
SCSI .....Ultra wide  
Available .....July 97  
Price .....£499 (150MHz) £579 (180MHz) £669 (200MHz) + 68040/680 CPU

involve throwing graphics around the screen at high rates.

Visitors to the CU Amiga stand at the recent World of Amiga show witnessed what at first looked like a Workbench running a few animations, but further exami-

nation revealed this to be a modest example of what can be done when Workbench gets a kick up the backside from a PowerPC chip. The animation running in the background was actually a full screen MPEG full motion video sequence being

## PowerPC software

The following is a list of Amiga software that's currently being ported to native PowerPC code for phenomenal performance increases. You'll notice that many of these are graphics packages of some kind, as it's these applications which will benefit most from the extra processing muscle of a PowerPC chip. You can check on later additions to this list by pointing a web browser at <http://www.powerup.bae.org>

Product	Description	Developer
Reflections 4.0	3D rendering	Oberland (German only)
Cinema 4D	3D rendering	Maxon Computer
Isis	MPEG video player	Phase 5
CyberGraphX 3	Graphics RTG	Phase 5
CyberGL	3D OpenGL graphics API	Phase 5
Personal Paint 7	Paint/animation	Cloanto
ImageFX	Image processing	Nova Design
Aladdin4D	3D rendering	Nova Design
Monument 3D	Video titles	ProDAD
Adorag	Animation effects	ProDAD
p-OS	Operating system	ProDAD
MPEGa	MPEG (L3) audio player	Stephane Tovanard
Art Effect	Paint/processing package	Haaga and Partner
StormPowerASM	PowerPC assembler	Haaga and Partner
Tornado3D	3D rendering	Haaga and Partner
MYST	Adventure game	ClickBOOM!
Imagine 6.0	3D rendering	impulse

decoded and displayed in real time while fractals were blasted out in seconds in another window. Dig out an MPEG animation and an MPEG player from a recent CU Amiga cover CD and check how fast it works on your machine. You'll be lucky to get a frame a second, which is not surprising considering that each frame has to be decoded from the heavily compressed format that was developed from the JPG standard. The PowerPC demo of that was running at least 50 times faster.

## How it works

Unfortunately you can't just replace the 680x0 with a PowerPC chip and expect the Amiga to deal with it. To get around this, phase 5's PowerUp cards have both a 680x0 CPU and a PowerPC chip onboard. When the Amiga is booted, the 680x0 is used as normal. Some PowerUp controller

software is also started on boot up. Everything continues as usual until you run some native PowerPC software. This would have some intel 680x0 code at the 'head' that would tell the Amiga to hand over control to the PowerPC. From here on the 680x0 would take a break and do nothing at all until control is handed back to it from the PowerPC.

Meanwhile, the PowerPC gets to work, running its software, free to access and manipulate the Amiga's memory as it sees fit – the essence of executing program code. The speed of the PowerPC chip means that it can fetch, carry and alter the contents of the Amiga's memory at a far quicker rate than could be achieved by even a 68060, with the end result that PowerPC programs work much faster.

## Where's the catch?

You might have spotted a little problem in that sequence. It's the bit where the 680x0 twiddles its thumbs while the PowerPC works only on native PowerPC code. This means that, the way things stand at the moment, you can only run 680x0 software or PowerPC software, not both at once. That in turn means that your 680x0 Workbench would freeze up whenever you started some PowerPC software. So

much for the Amiga's famous multi-tasking Operating System. In theory it would sound like a good idea to rapidly switch control between the 680x0 and PowerPC to run both virtually in parallel, but the delays involved in the switch are too great and would be counterproductive. The solution is a PowerPC version of the Amiga's OS. Once that's available, you'll be able to boot your Amiga directly into a Kickstart and Workbench that run exclusively on the PowerPC.

Once you've got the native PowerPC OS, you can start integrating the old and the new. Existing 680x0 software can then be handled by the PowerPC CPU running 680x0 emulation and native software in harmony. Amiga International has slated that developing a PowerPC version of AmigaOS is one of its main priorities, so with any luck that won't be too far away.

## Serious about fun

Technically aside, what are these PowerUp cards going to do for us? The potential for games is very exciting. The first question of course, is whether you'll be able to play the likes of the current 3D romps causing a stir on the PC and consoles. The answer is yes, but to match the performance of a decent PC or a PlayStation, a graphics card would still be required. Why? Because although the PowerPC could calculate and render the frames to memory easily enough, there's still not enough bandwidth from the slow AGA or ECS chip set to actually shove the prepared graphics data into 'screen memory'. However, there's an easy solution in the form of a graphics card, such as the Picasso IV or phase 5's own CyberVision 3D. In fact, phase 5 are even planning to release a CyberVision card that plugs into the Cyberstorm PPC.

The bigger picture reveals that an Amiga with a PowerPC in it would be a prime recipient for conversions from existing PowerMac games. We predict that unofficial ports of PowerMac games will soon start appearing on the Net, although the recent failure of AmQuake to get a full release may deter many potential DIY coders from taking the initiative. Even so, thanks to Apple embracing the PowerPC a couple of years ago, there's a valuable software base ripe for conversion already. Whether we see a large-scale move over to native Amiga PowerPC software publishing by the big names in the entertainment field remains to be seen. This will depend on how well phase 5 (and any other Amiga PowerPC hardware manufacturers) can penetrate the Amiga scene.

## World of software

Similar factors will determine whether we see Amiga PowerPC versions of major

There have been some concerns over the long-term availability of PPC chips but as Motorola, IBM and now, Thomson make them, this doesn't seem too worrying!



DEC Alpha266  
PPC 603e/175  
PPC 603e/200  
PPC 604e/266





▲ With Apple Macintosh already using PowerPC, there's a potential ready-made software base

at this. The PowerMac is furnished with some brilliant software, such as iXPress. Photoshop and a host of audio-visual packages. As with games porting issues, it's possible that using individuals will take it upon themselves to do the necessary work, but it can be seen as nothing more than without proper licensing from the developers.

I worry if that particular avenue is a dead-end, because all of the major software developers are already working on PowerPC ports of their forthcoming applications. Take a look at the panel on left for a list of those confirmed and beavering away at an expected more to come in the near future too.

I expect full native PowerPC applications right away. The first updates which are making available are plug-ins and existing packages for CPU intensive. In any given CPU hungry program, a few routines will be using a lot of processing power. If those routines, as a rendering module for a ray tracer, are moved to the PowerPC, virtually all benefit of a total PowerPC port can be obtained. Until the software tools end of the Operating System are ported, it's likely to be the way it is initially, though it doesn't make a lot of sense to us.

The latest exciting developments include Motorola releasing an incredible 300MHz 603e which can be used on a PowerUp card! Jim Drew the author of Emplant and Cx emulators, has a development card and is working on creating a version of Fusion for the PowerPC emulates PowerMacs. Impulse is back track with Imagine and promises a raw PowerPC native version with unforgiving rendering times, while the Canadian game developer Click800M are polling the public for which big time PC games they would like porting to the PowerPC. The results are looking good for the Amiga, very good indeed! ■

Terry Hoigen

# Program and Win a phase 5 PowerUp!

CU Amiga Magazine in conjunction with Phase 5 digital products are proud to announce the Coding Competition. Non commercial Amiga programmers are invited to send in their own work either productivity application or games and the top 5 winning entries will each receive a Phase 5 PowerUp accelerator!

"This is a fantastic opportunity to bring some top quality amateur Amiga programmers and their software to the PowerPC platform," says Wolf Delbich, Managing Director of Phase 5 digital products. He goes on to say, "These programmers were the life blood of the Amiga before and they will be even more important to the PowerUp initiative. We're sure to see some great entries!"

Depending on the model of Amiga they own, the winners may choose from an A3000/4000 Cyberstorm PPC or a A1200 Blizzard 603e. The catch is that the author must port the winning application to the PowerPC within a year or return the accelerator. They are free to alter the status of the ported software to shareware or commercial as they see fit. Sounds good to us!

The competition deadline is the 1st of October. The winner will be announced in the December issue and all entries will appear on the corresponding CD-ROM. That's it, get cracking and may the best coders win!

The specifications for the PowerPC accelerators are as follows; Cyberstorm PPC: A blistering 150MHz PowerPC 604e, 4 SIMM sockets holding up to 128MB of RAM, integrated 68040/68060 (not supplied) and Ultra-wide SCSI-II.

Blizzard 603: Blinding 175MHz PowerPC 603e, integrated Fast SCSI-II and a socket for a 68030 (not supplied) with a SIMM socket to hold up to 64MB.

## How to send in your entry:

Category of application: .....

My name: .....

Address and postcode: .....

My phone number(s) - mail: .....

☐ I hereby acknowledge that the material enclosed is my own creation and I own the copyright to the material and grant CU Amiga Magazine the rights to enter this in the Coding Competition and to publish this material as a forthcoming cover CD-ROM.

Send your form to: Coding Competition, CU Amiga Magazine, 37-38 Millharbour, Isle of Dogs, London, E14 5TZ, United Kingdom. Alternatively, you may enter the above information in text form and upload it to our FTP site. Please clearly say in the routine that it is a Coding Comp entry.

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Andrew Korn continues to cast a critical eye over the rebirth of

Amiga gaming with a look at some of the wonders which await, and a look at a couple of the latest offerings.

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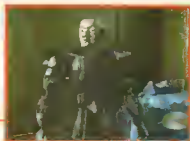
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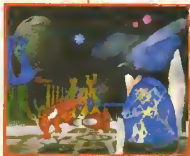
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Golem



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Zone 99

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# Previews

## Foundation

■ Due for release: November ■ Developer: Paul Burkey

■ Distributor: Sadness Software ☎ 01263 722169

**S**adness, responsible for so many Amiga CD-ROMs, are moving into the games market, and they're bringing Paul Burkey with them.

Sometimes being an Amiga owner just isn't easy. How many times over the past few years have we had the carrot of a gem of a game dangled under our collective noses, only then to have it whipped away for no apparent reason? Settlers 2, Command and Conquer, Warcraft. The list is depressingly long. Isn't it about time someone showed the world that not only is the Amiga equal to all other gaming formats for this kind of sprite-based strategy

wargames, but in some cases it's actually better? That's exactly what the charming and enthusiastic Paul Burkey has set out to do and at the moment it looks like he's doing quite a good job of it.

You may have seen Paul's work before, most notably his shareware release Sneezy, but he is viewing Foundation as his first real project, which began life last summer, after Paul had dabbled with a Settlers 2 clone. It was destined to be nothing more than an experiment – just a test to see if he had the right stuff. Two months holiday in South America and a couple of weeks playing Warcraft and Command and Conquer on a friend's PC, and Paul had all the inspiration he needed to create what could well be the ultimate in god games.

### Make 'em fight

Except it isn't really a god game. True, it does have a lot in common with titles such as Populous, Megalomania and Settlers. You control real working people who till the land and, erm, cash regis-

ter the seas to create resources for your manipulation. But the key part of this game, and the thing that sets it more in the league of Warcraft, is the combat. If you've never sat down with Command and Conquer, then you won't know how incredibly gripping it is to issue intelligent orders to individual units, as with The Settlers and then be able to jump in and control a character directly, leading your own offensive if you will.

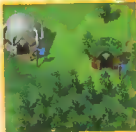
From the screenshots, and the early demo version currently doing the rounds, Paul looks like he has taken the best parts of all these games and blended them together in a way that is going to appeal to a lot of people. As the men say, what he wants to do is to increase his potential market by selling to the kind of people who wouldn't normally ever think of buying this sort of game. That would take in the Worms audience, the arcade players and even the more serious strategists. That's where the ability to step in and take direct control over units comes in. That, plus a plethora of tutorial levels, hints boxes and other gadgets designed to make the game as easy to get into as possible.

### Link 'em up

Which is something you will really want to do, especially when you consider that as well as a serial link between machines to make the game a little more exciting, Paul is also in the process of writing a four player TCP server, to allow multiplayer over the Net! He may even be able to expand it to



Foundations, grab your guys and get them building



include eight simultaneous players, but this will only be included if time constraints allow.

The game has only recently been in serious development since November of last year, and is currently 72% complete (don't ask me how they can be so accurate!), and Paul is looking to complete the game around November of this year. Quite a feat when you consider that he's working alone with an Amiga 1200 with only 4Mb of Fast RAM.

Arguably the game, once released in full, could stand as a tribute to that most word and wonderful of the species. Yes, that bastion of creativity, the bedroom programmer is back. Long live the bedroom programmer!

Foundation should be ready for release around November 97. If you should want to find out how it's progressing just check out Sedeness' web site found at <http://www.sadness.demon.co.uk> for more information and keep watching this space for the full review in a couple of months.

Tony Dillon



# Golem

- Due for release: Autumn
- Developer: Underground Software
- E-mail: [ungroft@mbox.vol.it](mailto:ungroft@mbox.vol.it)

**T**his looks like it's going to be just that little bit special. Underground Software are a bunch of very talented Italian coders, who have worked long and hard to create a new file format – the S6 – that has allowed them to do what they dubiously claim to be the first ever interactive movie for the Amiga. This incredible new spooling engine runs

faster and smoother than MPEG (not difficult), and will apparently run quite happily on a non-expanded and generally non-enhanced A1200! By creating a system that can jump to any frame of the video instantly, without any loss of image quality, they may well have solved the age-old problem of 'how to make a video interactive'. Mind you, you will need a 6x speed CD-ROM drive to be able to run it, but given the cost of them nowadays, who really cares?

The game itself (oh yes, let us not forget the game), tells the tale of the Golem project, in the year 4096. The Earth is being enslaved by the Botech droids, and only a certain Professor Magdon can help save the world by unleashing his own robot killing machine – name-

ly, you. So, from that point, you control your main character through some gloriously rendered sequences that promise to be a little more interactive than that prehistoric attempt, *Dragon's Lair*.

All the rendered animations are looking pretty spectacular at the moment, and unfortunately these screenshots only do partial justice to the look of the game. We'll have a more in-

depth look at this movie-size production in a future issue. ■  
**Tony Dillon**



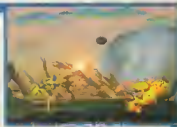
# Olofight

- Release: Early autumn
- Developers: The Real Ologram
- E-mail: [ologram@agarde.it](mailto:ologram@agarde.it)

**E**ver since the original Streetfighter hit the arcades all those years ago, developers worldwide have been searching for the ultimate fighting game. It's admittedly true there have been some good ones. Unfortunately, the world got so wrapped up in Streetfighter 2, that everyone seemed to forget originality for a moment and spent all their time copying their games look as close as possible. The Real Ologram (which I'm sure should have an 'H' at the start of it), have left all that behind and made an original beat-'em-up as they concentrate on all the things the Amiga is good at. Just have a look at the role call of stars

tics. There are over 1500 frames of animation just for the ten fighters in the game, who are standing on a 3D parallax floor with objects they can move in front of and behind freely. There are ten special moves for each of the fighters, along with all their usual moves. The game runs in 25 frames per second in HAM8 mode, with over 3000 colours on screen at once. The main character graphics are rendered and cast realistic shadows. I could go on, but there just isn't the space.

A playable demo will be available soon, and the finished game will follow shortly after, so dust down your shinken and start buffing your nunchaku now! ■  
**Tony Dillon**



Olofight: Log spot and hero Marc. How can you tell people to use Olofight?

# Trapped 2

- Due for release: Mid summer
- Developer: Dxyron
- Distributor: Islona ☎ D50D 131 486

**T**he PC hardware market is expanding at a frightening rate. Faster and faster processors and graphic cards are being snatched up in their hundreds of thousands. Machines are being upgraded more times than Keanu Reeves booking Club Class, and the minimum specifications for even entry level machines are currently going through the roof.

Due to the time needed to create games, software houses now work on the highest specification PCs and are already aiming next year's batch of new product at a minimum 200MHz Pentium specification. We have to ask why. The answer, my friends, is a simple one. The world has realised that processing power makes for fantastic gaming entertainment, and

Trapped 2 looks like it could well be the result of that same, high spec rationale.

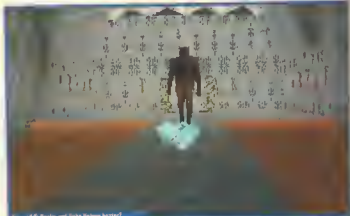
Forget Doom. That clunky old pile of tosh, with its two dimensional bad guys and poor lighting is about as convincing as 3D Monster Maze on the ZX81. What we need is a mix of Quake, Descant and Duke Nukem 3D. I want real lighting effects, with lens flare, reflective surfaces and realistic shadows, I want animated textures, with realistic water in realistic rivers and mirrors I can walk up to and grin at myself before blowing someone halfway to next Wednesday. I crave real 3D bad guys, ones that can turn and be viewed from all angles,

and 3D weapons with real substance so I can feel the blades going all the way through to the spine, catching between vertebrae, so that I need to place my boot against my opponent's chest if I am to stand any chance of getting it out again. Phew, or can I have a lie down now?

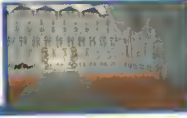
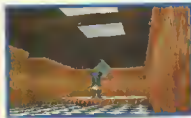
So here we have Trapped 2, a first person adventure game that looks like it's going to take all the best parts from Quake and Duke Nukem, and add some high tech,

home grown Amiga ingenuity. The seven level demo we have is just a taster of what's to come, and even as early as it is at the moment, we have to say that we are most impressed. Atmospheric lighting and sound effects, an impressive frame rate (if you have a fast enough machine, naturally) and, probably most importantly, a healthy dose of originality.

We'll have the full thing for your perusal next month. ■  
**Tony Dillon**



Trapped 2: Quake and Duke Nukem better?



# Zone 99

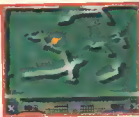
- Release: Mid summer
- Developers: Aurora Works
- E-mail: info@auroraworks.com

**D**on't you just love game titles that tell you everything you need to know? Total Carnage, Formula One Grand Prix – can be can be no mistaking what these games are about. Enter Zone 99: a new multi-player puzzle game shoot 'em up from Aurora Works, a game with 99 levels or Zones. The premise of

the game is quite simple: solve the puzzles that are thrown at you each level, either with or against a friend, and try to find your way through the enormous maze of Zones to get to the last level. What could be easier than that?

The game approach is equally

simple. A straightforward top-down view and full usage of expanded graphics cards and other system improvements means the emphasis is purely on speed, with the game clocking up



to 48 frames per second at peak points – you are guaranteed a frantic bit of blasting here! To add to the atmosphere, no less than six different musicians have been brought in to provide the soundtrack and effects for the game – surely the largest audio team on any Amiga title yet! Look out for a full review next issue. ■

**Tony Dillon**

# Vendetta 2175

■ Price: £19.99 ■ Publisher: Isona Ⓢ 0500 131 486 ■ Developer: Vortex Design

**Take a classic arcade game format. Add AGA graphics. Render all the bad guys and throw in a 3D tunnel sequenza between levels and what do you have? Unfortunately nothing as good as Super Stardust....**

**S**ome people in this world still have a lot of faith in the Amiga's abilities and owners generally upgrade their machines in order to take advantage of the latest technology. It therefore follows that there is no real reason why many classic Amiga games can't be updated to take into account how far the machine has improved in recent years.

Unfortunately, Vendetta is a classic example of how to take a classic, familiar game style and add absolutely nothing to it but a couple of demo tricks that have been around for years.

First of all, though, let me tell you about the game. In essence it's a horizontally scrolling shoot 'em up that has you, and a friend should you want to subject them to this, flying lone fighters against attacking waves of enemy 'things', shooting everything out of the sky and collecting little golden disks to improve your ships' capabilities. Along the way the action occasionally slows down to allow you to take on a really nasty enemy, such as a spinning cluster of boulders that fire at you. Then it's foot back on the gas to zip off and face more Tie-Fighters, Battlestar Galacticas and nasty looking spheres.



▲ Glorious tunnels, oh-so smooth scrolling, but lacking in excitement.

## Graphics

Original is not a word that applies to this game. I don't know what the graphic artists were thinking of when they were defining the levels, but inspiration obviously was coming from no further away than their video collection. I know it can't be easy to sit and design dozens of alien craft and meteors to come hurtling from the right of the screen towards you, but surely there are less kind of pregame?

So, it's a very simple premise. There have been so many fantastic shoot-em-ups on the Amiga over the years - after all scrolling arcade games is something the Amiga was born to do - that there aren't really any mistakes left to be made, are there? It's such a tried and test-

ed formula that everyone knows what makes a good one and what makes a bad one. So everyone knows what to avoid. Or so you would think. Vendetta has stunning graphics, smooth scrolling, very responsive controls, a wide variety of situations to negotiate, a solid two player mode and speed on its side. So just what's gone wrong here?

Structure. That's what's wrong. The game lacks structure.

## Motivation

One of my favourite shoot 'em ups of all time was Gernin's Disposable Hero. I don't know how many weeks I lost stuck in front of a CD32 chugging through that one, and the reason it was so addictive was that it had a real feeling of progression. You were on a journey, travelling from one place to another, and there was a real sense of accomplishment about getting there. Something

about this game just feels so hedonized that you can't help but conclude that the programmers had some really nice demo routines they wanted to show off to the world, and couldn't really be bothered to complete the game around them.

## Lacking

The enemy attack patterns seem almost random in their flight-paths, appearing on one side of the screen and zipping to the other without a thought for you, apart from the occasional bullet that heads off in your general direction. It's not a bad game by any stretch, and I'm sure it would keep even the most casual player entertained for a while, but the lack of any real excitement leaves this one

being just another pretty Amiga game - good for putting on the demo machine in the window, but lacking any real substance that would give it the entertainment, depth and excitement that any shoot 'em up should ooze. ■

Tony Dillon



▲ That's it. Stick to the corners and stay safe.



## VENDETTA 2175

- workbook version ..... 3.8
- number of disks ..... CD-ROM
- RAM ..... 4MB
- hard disk installable ..... no

graphics	82%
sound	76%
playability	86%
value for money	72%

**VERDICT**  
Smooth, professional, but unengaging.

**73%**

# Why Apple?

One day we all hope to see the rebirth of the Amiga with a PowerPC processor and other new features to enable it to compete again with today's systems. Sadly though, more than 2 years since Commodore's demise, little of substance has actually happened. We've seen prototypes and heard promises we all hope to see new Amiga developments.

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P164502	17	Male	7	0.00%	✓	W5	15	Interval	✓	W5	1	Group	ET103	10000
P164503	160	Male	10	2.00%	✓	W5	15	Interval	✓	W5	18.0	Group	ET108	10000
P164504	16	Male	10	2.00%	✓	W5	15	Interval	✓	W5	18.0	Group	ET108	10000
P164505	160	Male	10	2.00%	✓	W5	15	Interval	✓	W5	18.0	Group	ET108	10000
P164506	160	Male	10	2.00%	✓	W5	15	Interval	✓	W5	18.0	Group	ET108	10000
P164507	160	Male	10	2.00%	✓	W5	15	Interval	✓	W5	18.0	Group	ET108	10000
P164508	160	Male	10	2.00%	✓	W5	15	Interval	✓	W5	18.0	Group	ET108	10000
P164509	160	Male	10	2.00%	✓	W5	15	Interval	✓	W5	18.0	Group	ET108	10000
P164510	160	Male	10	2.00%	✓	W5	15	Interval	✓	W5	18.0	Group	ET108	10000

\* [www.ashg.org](http://www.ashg.org) is an excellent source for more information.

## Portable Macs

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HUGE RANGE OF POWERBOOK MACINTOSH  
COMPUTERS CURRENTLY AVAILABLE

8400s/10T 2 or 7i	2135
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8400s/10T 1s/9000 D+ D	2190
8400s/10T 1s/9000 D CG speed/10000 2100, 10000	2190
8400s/10T 1s/10000 AM	2210
8400s/10T 1s/10000 AM T2 speed/10000 2100	2210
8400s/10T 1s/10000 AM 12 speed/10000 2100	2210
8400s/10T 1s/10000 AM 12 speed/10000 2100	2210

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# Trapped



■ Price: £19.95 ■ Publisher: Weird Science ☎ 0116 2453800

■ Web site: [www.weirdscience.co.uk](http://www.weirdscience.co.uk)

There are few companies who haven't written a version of Doom. But as the whole format becomes rather tired, we find that there's still life left in it....

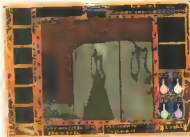
**I**mitation is the sincerest form of flattery. I've always been told, and plagiarism is the key to success in almost any field. Why else is it that so many companies over the years have tried to emulate the success of Doom by trying to take the idea and put a new spin on it? To be honest, I'm sick to the back teeth with the thing. First person perspective, 3D worlds are all well and good, but once you've been through one stone-walled maze I think you've been through them all. What the world really needs is a new use for this kind of technology. Something that takes the atmosphere and excitement of 'being there' and actually gives you a

purpose. It's something that will certainly engage more than your trigger finger in a quest to unbalance your equilibrium.

## Sticky pages

Oxyron think they have just the thing in Trapped - a fantasy role playing game set in a 3D world, in which the player must use cunning and initiative to negotiate their way through thirteen levels of mazes, monsters, traps and puzzles as they attempt to make their escape from the dark lord Tarnak. All of this takes place in the kingdom of Kaldnon, and I think the rest of the plot could be figured out by buying half a dozen pulp fantasy novels and plugging random pages together.

So what about the game? Well, what we end up with is a blend of two different styles of gaming which has resulted in a rather shallow game. To explain what I mean, let's first take a look at the role playing, adventure side of the game. At the start you are offered the choice to be one of five characters: from a knight to a barbarian, taking a fighter, hunter and dwarf along the way. Each is skilled with different weapons, and has varying magical abilities, and that's really as far as the role playing element works.



▲ A little sword practice can go a long way to helping you stay alive. Fools run in where angels fear.

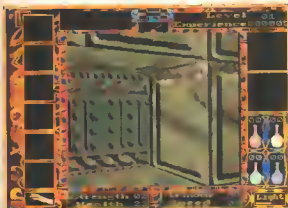
The essence of role playing, as defined by the name itself, is that you adopt a persona, and play the game through the eyes, actions and limitations of that character. I don't want to nit-pick, but not being able to name your own character seems to show a certain lack of thought.

The other side to role playing and adventure games is the actual adventuring. What kind of challenges are you likely to find? What kind of puzzles will you be called upon to solve? Well, in the case of Trapped, nothing particularly challenging. Find the keys to open the locks, and throw switches to open doors that are usually very close by almost always in visual range. So there aren't any real puzzles, as such.

So what about the Doom side of the game? The engine itself is competent enough as you would expect given the number of excellent titles that have already appeared. The frame rate is more than adequate, with the main 3D screen taking up about two thirds of the main display, surrounded by useful information such as your health and strength. There are a couple of innovative windows that show maps and such-like if you happen to have collected them. The way your



▲ Low health and no experience. Revisit your wasted youth and hack and slash again, with Trapped.



▲ In adventure games of this ilk, it is sometimes comforting to be confronted by the odd lackluster door. It's almost comforting for those of us who are revisiting our gaming past.

head bobs is quite fun to watch, as the coders have replaced the usual up and down bounce we are all used to seeing, and have added a slight side to side tilt—all we need now is a whistling sound effect, and you have the happiest warrior ever!

### It's not my son

All walls, floors and ceilings are textured and light sourced as you would expect, although I must admit to having a bit of a gripe when it comes to the use of light in this game. Obviously the coders have worked long and hard to create realistic lighting effects and flickering candles do wonders to brighten up another long stone corridor. What I don't understand is why after spending so long making the lighting work accurately, is it used so badly? Many of the rooms are dark and bland while some corridors have so much light in them it's like

walking into the centre of the sun. A little planning and some more subtle lighting, and this game could have looked fantastic. Thankfully this seems to be something they've corrected in time for the sequel (preview on page 36). Glitches in the light sourcing also result in floor tiles lighting up as you walk over them, just like they did in that famous old Billie Jean video by Michael Jackson.

So how does it play? I hear you all ask? Because at the end of the day, that's the thing that matters the most, and I'm extremely sorry to say that the playability is the biggest bugbear of all. What should be an evolving



▲ Barbarians are still very popular races—even today

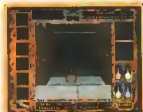
and exciting adventure ends up being rather bland. There is very little in the way of action, so you do end up spending a lot of time wandering around identical looking corridors, looking for keys and switches, and very occasionally you find something to fight and

the combat I'm afraid is just about the very final nail in the coffin. Very badly drawn sprites walk directly towards you and then stand stock still in front of you. Judging by the way your health drops, I can only assume that they are still attacking you, but just out of shot.

### Slow hand

The combat control in Trapped is extremely unresponsive. Too many times you'll find yourself backed into a corner waiting until your character is ready to strike again, which can have you waiting for up to a couple of seconds after your last stab or slash. This is, of course, ultimately frustrating. Still, at least the bad guys aren't particularly intelligent. Get one behind the other, and they will wait in an orderly queue to attack you, rather than all rushing you at once.

The concept for Trapped is a good one. Having said that though, you'll find the idea of mixing a first person perspective world with a role playing game was done to excellent effect some years ago in Kevin Bulmer's *Legends Of Valour*. It's therefore nothing short of shameful that this version hasn't succeeded in



taking any real steps forward. Having said that, the fact that this has been done on the Amiga at all bears the fact that graphical 3D engine is technically very advanced. The game actually scores well here, but with a little bit more structuring of the adventure side of the proceedings Trapped could have easily been a superb game. As it stands, it's technical status is much, much higher than the game's depth. ■

Tony Dillon

### TRAPPED

■	wordsmith version	3.0
■	number of disks	— CD-ROM
■	RAM	2Mb
■	hard disk required	yes
GRAPHICS		84%
16274	sound	78%
16274	playability	78%
16274	value for money	66%
16274	OVERALL	
A good concept, but poor execution		79%

### Now that's magic

One of the more interesting features in the game is the use of magic. Where lesser games will allow you to collect health potions, fireball potions and aphrodisiacs to aid you on your quest, Trapped simply gives you the recipes and leaves you to find the ingredients for yourself. Not that any of them are particularly taxing, and simply involve mixing one colour gas with another and then drinking it, but it does allow for some freedom later in the game when you have a plentiful supply of gases to play with. Like so many other things in the game, this could have been used to excellent effect, allowing the player multiple ways to solve puzzles, but as it is all you have is a selection of health restoring and combat spells. A little more imagination is needed, I feel.



# Reach for the stars

**Steve Brown of Mindscape International was one of the original creators behind the hack 'n' slash Barbarian games...**



**Name:** Steve Patrick Brown  
**Age:** 36  
**Born:** Isleworth  
**Occupation:** Creative Director for Palace, now Lead Designer for Mindscape Interactive  
**Biggest Success:** Barbarian, Barbarian 2 (Palace Software)

**CU:** So how did you initially get into working with computers?

**SB:** Having completed an illustration course, I saw a Palace Software ad in the back of Campaign (the weekly media publication). I'd originally intended to go straight into some comic book art, but I'd always wanted to try animation too, so I thought I'd give it a go.

**Is there anything I miss?**

**Yeah, I think game production was much more manageable in those days when teams were smaller**

**CU:** What was the first game you ever worked on?

**SB:** Cauldron for the C64

**CU:** When did you first become involved with the Amiga?

**SB:** Around the end of working on Barbarian on the C64. Palace got some Amigas in for some evaluation and we just took it from there.

**CU:** What were your first impressions of the Amiga and how did working with



512K of memory and the increase to 4096 colours compare to the C64?

**SB:** Obviously the machine was a big improvement over the C64. The increased memory at the time was phenomenal, but I was also very much excited by it's potential for graphics, animation and sound.

**CU:** Who else did you work with during Barbarian and Barbarian 2?

**SB:** I worked with Richard Lemfeller, Stan Schember and Andy Fitter who handled the programming side, while Gary Carr and Joe Walker handled the graphics side.

**CU:** After those Barbarian years, the Amiga sadly has become a distant memory to you. Do you miss anything about those golden days?

**SB:** Actually, I still use my trusty old Amiga for my accounts (although any day now I'll be switching over to Excel on the PC - alas, the end of an era!) But I depress... Is there anything I miss? Yeah, I think game production was much more manageable in those days when teams were much smaller rather than today.

**CU:** Palace Software made computer games but were also famous for making films. Whatever happened to them?

**SB:** The whole Palace group went into liquidation in 1992, after pouring unfeasibly large amounts of money into a series of



unfeasibly crap movies

**CU:** You've recently joined Mindscape International and you're off to LA for the prestigious E3 show. What is your latest role in the computer industry?

**SB:** I take a Creative Director role at Mindscape International, although I still like to keep a 'hands-on-approach', i.e. producing some of the artwork and animation as well as game concept and design.

**CU:** Now that the Amiga has been bought once again, can you see it ever reclaiming its former glory and becoming the affordable home computer that we all owned one time or another?

**SB:** Unfortunately, I do not. I think that the PC has far taken too much ground for any other machines to compete.

**CU:** What do you think is the future of computer games and where are we going?

**SB:** Now there's a question. My view is that as technology improves, movies and games will become virtually indistinguishable from one another in terms of their scope, quality and the methods of production. Virtual reality, photo-realistic CGI, it's all inevitable. Now if only I could get myself a computer that could handle the animations in my head. ■

**Mark Forbes**



# Tips Central



## Valhalla series

Courtesy of Lisa Tunnah, here are the codes for the Valhalla series

### Valhalla - Lord of Infinity

The Crypt: No code  
The Sanctuary: LOPFGW  
The Chapel: UHGWIL  
The Tower: ABHEFT

### Valhalla - Before the War

The Dungeons: PUMEL  
The Gallery: BDML  
King's Chamber: SAMOL

### Valhalla - The Fortress of Eve

Village of Eve's Land: MAHAM  
Fortress Courtyard: TIUIT  
Fortress Tower: TDHOT

## Impossible Mission Special Edition

### Level 1

SUBSECTION 1: AAAAAAAA  
SUBSECTION 2: ETDWXLB  
SUBSECTION 3: EXDBEXYP

### Level 2

#### LEVEL 2 - OFFICE ZONE

SUBSECTION 1: FBOBRXYH  
SUBSECTION 2: FFOBYXRL  
SUBSECTION 3: FJDHMXPH

### Level 3

SUBSECTION 1: FNGERXAO

Breathe new life into your games collection with another set of cheats from Mark Forbes. Troubled adventurers should journey across the page to consult Tony Gill.

### SUBSECTION 2: FRDDRXXWH

#### SUBSECTION 3: FUQZNFXFL

#### Level 4

### SUBSECTION 1: FZOAXXUA

#### SUBSECTION 2: GDDLWXIJ

#### SUBSECTION 3: GHQLVXVJ

#### Level 5

### SUBSECTION 1: GIOCXXRG

#### SUBSECTION 2: GLOZGXCI

#### SUBSECTION 3: GDDBJXOF

#### SUBSECTION 4: ND CDDE

race you will see that you've come first!

## A-Train

Press Caps Lock and type CHEATERCHEATER-WIMP After a moment your cash funds will exceed themselves by one million dollars and all your land will be full of building blocks. And the best thing? You can continue to do this endlessly! Also while playing, hold down Shift and Y for loads of money!

## Railroad Tycoon

You can increase your bank balance by \$500,000 by entering the F1 screen and holding down Shift and 4 together to display a dollar sign. As soon as that has happened you should receive tons of money from your inheritance! Remember though, this only works with the main continent screen.

## Kid Chaos

Some level codes

Level 1: LFEGDKDCK  
Level 2: MOORQAPKHOL  
Level 3: NRLOTAGASIM  
Level 4: NRLOTAGASIM  
Level 5: DPTSQARBLLD

The following codes give you ten lives and a high score

Level 1: CBBOCBABBKAK  
Level 2: MHCNBBKBAL  
Level 3: ORFDDBLKKC  
Level 4: OOCTLBKKKN

Enter the following as passwords  
ARCADEGAMES - gives you a snazzy games menu  
HARDASNAIS - gives you a cheat menu  
BMNEPGHITJJ - unknown, but let us know what it does!

## Got a good tip?

If you've got a good cheat or tip for your favourite game, why not send it off to us and we can tell the whole world about it. Send your tips to: Tips Central, CU Amiga, 37-39 Millthorpe, Isle of Dogs, London, E14 9TZ.

## The Empire Strikes Back

Press and hold down the Help key on the title page and type - XIFARGROTCEV or try XIFARG ROTKEV (which spelt backwards is VEKTOR GRAFIX) to get to the cheat mode. Press Return to terminate the cheat

Press L for a picture of Luke Skywalker

Press C for a picture of C3PO

Press D for a picture of Darth Vader

Press any of the number keys for speech samples.

## Return of the Jedi

Enter your name as DARTH VADER on the high score screen and play the game as usual. Pressing F2 will allow you to skip levels!

## Microprose F1 Grand Prix

To win a race the easy way, go into the pits on the last lap and press the Escape key. Use accelerated time and when you see the finishing places of the





## Eye of the Beholder II

seem to have cleared all of the dungeons and underground passages etc. and I have worked on the levels above ground - I think it's called the Silver Tower - and finally I have got the Darkmoon sign etched onto my hand. My problem is that I have got into the room which is blocked by a voice which is looking for the Mark! Also at this point is a shield that won't let me pass. How do I get through the shield and beyond?

A.E. Berryman, Cramlington.

You finally got the Darkmoon mark on your head, and yet you want to know what the 'Mark' is that the voice speaks of. I think you've been drinking the dirty water in the dungeons again, and it's affecting your brain. You've obviously got the mark or else you wouldn't have got past the magic mouth to find the arcane shield you silly sod! And as for the shield, you'll note that it is made from a pretty green stone, so why not find a tough hammer and smash it? You'll find a crystal hammer which is just the right size on level three of the Silver Tower.

## Bard's Tale II - The Destiny Knight

Please help me to end months of torment! I am on the verge of acquiring the last segment of the Destiny Wand, but cannot find the passwords to gain entry to the dungeons under Colosse. Also I can't get the Dreamspell to work. I would be grateful for some help

Dave Simmons, South Shields.

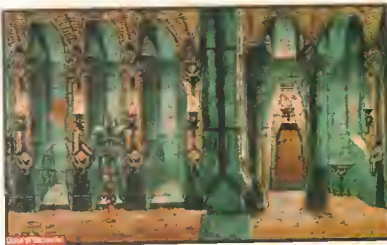
The passwords you seek are: FREEZE and PLASE, so you can see that your old man was right when he said that it never hurts to say please and thank you. As for the powerful dreamspell, you must call the magic word ZZZO. The dreamspell has the power to teleport a party to the entrance of any dungeon, castle, fortress or crypt. It can also be used to heal your party's wounds during combat, make it impossible for the enemy to land a blow on one of your men, and also conjure up the Manger's Mallet spell. This dreamspell is obviously pretty useful, so take care of it, as you don't get many of these for a pound.

## Amberstar

I have been playing Amberstar for two months and I am stuck. Could you please tell me the following: the name of the pirate which will get me into the Chancellor's Cellar in Crystal and an answer to the Riddle Master's Riddles

Susan Long, Newcastle.

Yes, well, the first problem with this game is that it was written in Germany. Because of this, Amberstar is full of little extra challenges, mainly to do with the English language. I believe they first wrote the game in German then picked up some drunk off a cross channel ferry and paid them a fiver to do a translation. The pirate's name is relatively easy, but it is Mattor. The answer to the first



riddle is also easy for it is 'Ear'. The remaining riddles are baffling, even when you know the answer. To the question "It flew featherless, into a tree leafless. Who ate it?" The answer is 'Snail'. To the question "A woman came manless and ate the bird featherless. Who was flying?" The answer is 'Snow'. Now I'm sure it's all become clear to you, now that it's been explained!

## Space Quest 4

I've been stuck in SQ4 for months! I need the code for Ulence Flats. I have the three codes from the hint book, but I can't get the rest

R.B. Stone, Bristol.

With the place you should be looking is back in the arcade at Galaxy Galleria.

Drift around and wait for the police to come after you. When they do, go down quickly and go back into the arcades. Read the hint book to get the first three digits of a code and open the paper (from the nest) to get the second half. Enter the four hoppers and type in the code.

## Quest for Glory - Hero's Quest

I recently bought the game, Quest for Glory - Part 1. However, after playing for weeks and weeks, I have had terrible trouble actually getting into it to see the Baron. When I ask the guards about letting me enter the castle to see the Baron, they say is "To enter the castle you have to have the Baron's permission".

This is so annoying! I am a fighter in this version of the game. Could you please help me solve this problem?

Joanna Hicks, London.

The Baron is a worried man, and he isn't going to waste his time talking to the likes of you, unless you make it obvious that you are very interested in his welfare. If you want to ask the guards all about the Baron and his problems they might realise that you could help solve some of the Baron's troubles.

Ask about the Baron, his son, his daughter, about Yorick, about Bubayaga, and about brigands. Now you'll find that you will be able to open the door and enter.

## Curse of Enchantia

The part I can't work out with this game is where the sand monsters come up from the ground. I have tried to put the string through the two eyes either side, but it does not work

Tom Davanport, Barry.

String is no good. Have you ever tried cutting cheese with a piece of string? Don't bother, it doesn't work. Wire is what you are looking for my son, and here is how you can get some. Go to the cave with the four holes in the wall. Look in all of the holes and a creature will pop out. Go to the hole on the far right and look again. This time you'll find some twigs. Use the twigs with the sawed which you should have found earlier and you'll find that you've made a mask. Go to the cave where the computer is to be found and look in the hole in the wall to see a reel of wire. Pick up the computer and go to the cave with the plank. Stand behind the plank and throw the computer. You will be catapulted up onto a ledge where you can pick up a magnet. Jump down and return to the hole in the wall. Use the string with the magnet, then throw the magnet into the hole. Hey Presto! You now have a reel of wire.

## Monkey Island II

I recently picked up an old copy of The Secret of Monkey Island II for the first time. There are no helpfiles I can ring so please tell me, how do I get past the Trial?

Gae Lambert, Whittle-la-Woods, Lancs.

The Trial is after a fish. If you visit the Senanar Bar and go the rear of it, you will notice a fish lying on the jetty. It is surrounded by sea gulls but if you step repeatedly on the loose plank, the noise will scare off the birds and you can nab the fish.

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**Holy Gateway cow! Things are looking amazing with this bumper collection of excellent Amiga hardware and software. Check it out!**

## 50 Battle of the Browsers

Last month we provided a total Internet solution, this month we put the Amiga's top three WWW browsers head to head. Beginning on page 50, we bring you the comprehensive head-to-head reviews of Voyager-NG, iBrowse and AWeb 3.0.

## 54 Tower Round-up

We take a look at a collection of hardware for use with a tower Amiga setup; keyboard adaptors, IDE/floppy interfaces and more.

## 58 Cinema 4D CD

Otherwise known as Cineme 4D version 4 Pro, the latest CD edition of Maxon's easy to use and powerful rendering package arrives.

## 60 The Whippet

HiSoft's new PCMCIA high speed serial port is put through its paces. Does it speed up modems and access to the Internet?

## 60 Port Plus Junior

Eyeteck's Port Plus Jnr is another high speed serial port which uses the A1200 clock connector. How does it compare to the Whippet?

## 61 Viper 630

The Amiga 600 gets a major speed boost. Andrew Korn takes a look at this new 40MHz 68030 accelerator from Power Computing.

## 61 Viper Mk V

A new low cost 50MHz 68030 A1200 accelerator with built-in SCSI II gets a work out as Andrew Korn puts it through its paces.

## 62 DOpus Magellan

It's finally here, the latest and greatest version of GP Software's Directory Opus. Mat Bettinson takes Magellan for a test drive.

## 64 PD Scene

Manage Glasgow Rangers in a British league, slide around a bouncy track or read some science fiction. PD keeps you entertained.

## 66 PD Utilities

This is one of the odder batches we've had and includes telephone answering machine messages! Also, the Best of Aminet column.

## 70 CD-ROM Scene

Two different CD-ROM collections, both third editions, both released this month. Doctor! Doctor! My brain hurt!

## 72 Art Gallery

Marvellous pictures from our extremely and extraordinarily talented readers. Please keep it up so next month is just as good!



# TECH SCENE

# BATTLE OF THE BROWSERS

The Net is where it's all happening on the Amiga, and in the next few pages, we put the Amiga's top trio of web browsers head to head and come up with some interesting results.

## Voyager NG 2.90

■ Price: £19.99 ■ Developer: Oliver Wagner ■ Supplier: Active Software ☎ 01325-352260



**V**oyager's original debut was as Mindwalker, a part of the Amiga Technologies 'Surf Pack'. Development didn't cease there however, and the German author continued under the name of 'Voyager'. It was eventually re-released as Voyager-NG (VNG), now at version 2.90. As in this review. Of the three here, it's the cheapest Web browser, but it has still pioneered some key features. Here's how it shapes up.

It's worth considering at the outset that Voyager is a whole tonner cheaper than the other browsers here. It's even available to use for free which means that you have no excuses not to try it.

### Progressive

VNG has come a long way to make the transition to a 'progressive display' browser. This was previously the sole arena of IBrowse but VNG also now sports real time progressive display of Web images as they are downloaded. In order to do this, the browser must implement it's own loaders rather than use datatypes which are incapable of streaming data on the fly. Not only does VNG support JPG and GIF image decoding internally but it's also one of the few browsers in the world to support internal progressive loading of the new PNG format.

It doesn't have a fallback to datatypes, but with JPG, GIF and PNG, all the bases are covered.

All the browsers have full Frames support. In fact, VNG was the first to have this feature and it appears to work faultlessly except that when resizing pages (or when finishing loading), VNG will often take two passes, resulting in a slightly longer redraw time. Other features that IBrowse introduced are also to be found such as AnimGIFs which are now extremely prolific on the Web.

### Credit worthy

VNG was also first to add SSL or Secure Socket Layer so it's now possible to buy products on the Web from your Amiga, and be confident that prying eyes can't get to your credit card details. What's more, unlike IBrowse, VNG's SSL is built-in and works on any Amiga's TCP/IP stack. A host of small features is also supported by VNG such as the handy clipping of text from a web page and right mouse button activated pop-up menus for images and frames allowing you to perform certain operations on each.

Recently, the author made optimizations at the suggestion of the creator of MUI, Stefan Stuntz. The result is a considerable acceleration in the general navigation through the VNG GUI. I found that



▲ This tiny Voyager plug-in sends a search query to your choice in four sites and then displays the results in four different frames.

VNG gave the best results at dithering images to fit on a less than truecolour screen, a consideration for any Amiga users not privy to graphics boards.

### Problems

Unfortunately VNG isn't without its problems. Some peccolences include clipping the top pixel off fonts, placing gaps between images and occasionally overlaying images on top of each. The cookie handling also goes berserk on Microsoft's web site and table borders are quite unsightly. I'm not too impressed with the recent text input class either, which is used inside forms and so on.

The bottom line is that VNG is right up there with the features, hampered only by quirks of behaviour mostly related to HTML parsing. However, there is little doubt that it's easily the best value for money out of the browsers represented here and the restrictions of the unregistered version aren't

unreasonable. With regular updates including Voyager mailing list, and the author's regular public update releases, it is a well supported product too. Voyager-NG gets the thumbs up here. ■  
Mat Bettinson



▲ Voyager's built-in SSL means you can buy on the Web with confidence.



▲ The Voyagerware home page makes extensive use of Frames, and Voyager copes well.

Voyager-NG	
Amiga	System requirements
Amiga	4MB free memory, Kickstart 2.0MUI 3.1 or better, 100 registered (SMN).
Amiga	Easy to use, sophisticated or straightforward.
Amiga	Backers of features, fast and efficient performance.
Amiga	What else? It's a hard one, it's not just the strongest, you can use it for long.
Amiga	Overall
Amiga	The essential Amiga web browser.
Amiga	92/100

# IBrowse 1.12

■ Price: £29.95 ■ Developer: Stefan Burstrom ■ Supplier: HiSoft ☎ 01525-718181

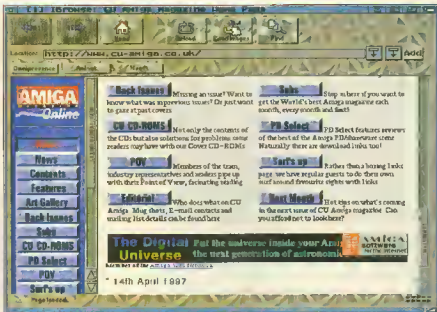
Coming from the team responsible for porting the original Amosaic to the Amiga (the first Amiga graphical web browser), the Swede, Stefan Burstrom decided to program a web browser from scratch. IBrowse has pushed the web browsing arena with its cutting edge features, so now it's time to see how it stacks up against the new competition.

In the last battle of the browsers, some readers saw that IBrowse had a higher mark in each area of our scoreboxes than AWeb, but had a lower overall mark. This was due to the inherent stability problems that have plagued IBrowse for ages. I can now report that this seems to be under control, as I only experienced one IBrowse crash over quite a long period of testing.

## New bits

IBrowse hasn't been as well updated as the competition but it started out in front. Luckily the author has taken time out to fix problems as well as implement new features. New for IBrowse 1.12 is Frames – and very good Frame support it is, but this is universal among Amiga browsers. IBrowse still has the best progressive display – only slightly better than VNG's since it doesn't lay out the page again to add the Frame scrollbars.

Probably the first thing noticed with 1.12 is the URL completion function. This is where IBrowse tries to intelligently guess the URL you are typing after each key-press. It can be very odd at first but quickly it makes for much



▲ IBrowse gets nearly everything right on one home page but, like V-NG, it sometimes overlays graphics on one here seen at the bottom

quicker manual entry of URLs. Most people should move sensibly use the history buffer window instead. I do like IBrowse's new Netstat window – a feature of AWeb 'borrowed' by the other browsers though it needs a progress bar.

Sadly the remapping of images on a less than truecolour screen is still quite dire. IBrowse consistently gave the worst results in this area – even at 256 colours. So, if you're planning to use less, then things will get ugly very quickly. There were also some layout

proper pull down cycle menus in forms, snapshotting the size and position of the GUIs within, and, like V-NG, it also benefits from customised MUI settings – as evidenced in the screenshots here.

## Safe decoding

IBrowse includes image decoder libraries for all major classes of CPUs including the 68060. There's no doubt that Stefan's image decoders are about the fastest there are, having been heavily optimised in assembler. They've been known to crash on corrupt images in the past, but I saw no evidence of this with 1.12. Useful news browsing still isn't implemented and neither is text clipping from the page. This really is quite annoying as these features have been often asked for in the past yet still haven't appeared since the last update.

IBrowse added SSL security support for this version, but it will require a registered version of Miami as it uses Miami's built-in SSL library. If like me you buy products from the Web then you'll have to have it. The lack of text

clipping and die image mapping are going to be active hindrances for a great deal of Amiga users though. I hope they're addressed soon. IBrowse is still a damn good browser with a gorgeous progressive display. There's a demo available on the CD so you'd be well advised to check it out. IBrowse comes heartily recommended. ■

Mat Bettinson



▲ Here we see IBrowse progressively loading GIFs. Sadly, it gets the table calls wrong with the handbags below

**IBrowse**

system requirements:

640k free memory: Kickstart 2, MUI 3.0 or higher: HD required (5MB)

ASIO+

A000

A1200

A1100

-3000

A3000

A4000

OVERALL

An excellent Amiga web browser.

**89**





# AWeb-II 3.0

■ Price: £29.95 ■ Developer: Yvon Rozijn

■ Supplier: Blittersoft ☎ 01908-261466

**T**he AWeb browser appeared from nowhere in a flash. Rapidly the Dutch programmed browser has achieved a great following and significant functions have been added over time. Being the most infrequently updated browser, AWeb-II 3.0 has been a long time coming but it's here now and has added a bevy of new features previously only found on the MUI browsers.

## Latest update

AWeb-II 3.0, odd name I thought. Why not call it AWeb? Anyway it's certainly the most different of the browsers: IBrowse and VNG have been competing head to head for some time, the reason for this being that AWeb has been waiting the longest for an update. It had been so long, that our own web site upgraded to Frames usage without a Framed-up AWeb in sight. It's here at last and it's actually pretty damn good as you'd expect with such a long beta testing period.

Opting not to use MUI has won AWeb many fans – no doubt about that. Not wishing to subscribe to the MUI argument at this point it'll suffice to say that AWeb uses a combination of its own stock Workbench Gadtools based layout and the ClassAct GUI system. The latter is used in the preferences GUIs. In the spirit of fairness, I spent a little time customising my ClassAct GUIs as far as it will allow, which means a choice of gadget type and a background image for the windows.

AWeb is the only browser here which still doesn't support internal decoding of GIF and JPG – it still relies instead on datatypes. This is out and out lousy! It's completely ridiculous that after all this time, it still has nothing more than an API to allow image decoder plug ins. Dale Curry, from AWeb's publishers Amtrix, claimed that built-in image decoders are 'reinventing the wheel' and likely to produce worse results and add to memory usage. I really don't agree.

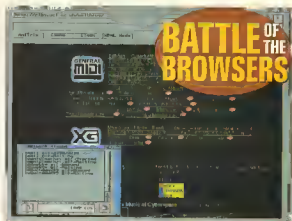
So there's no progressive loading of images at all. Only after they are downloaded will the

datatype decoding process start. In practice, this slows things down and excludes browser essentials such as AnimGIFs and makes for the whole loading procedure to look nowhere near as good as the competition. That said, when it's done the results are very good. AWeb 3 has an image loading API meaning that some third party decoders should appear in the future, luckily.

I'm very impressed with the HTML layout engine of AWeb. It's consistently doing a very good job of rendering even problematic pages. Neither VNG nor IBrowse are smart enough to put a cap on the use of <NOBR> at <http://www.keybdwzid.com>. Then again AWeb sometimes loses the plot at font sizes and will render an entire page in a massive <H1>. It also has three HTML rendering modes, strict, tolerant and compatible. This may be useful for Web authoring. There's also a really nice configuration for styles where headlines and special HTML tags like <STRONG> can be defined as certain fonts.

## More features

There's a host of other additions too, built-in FTP, default mail-to, system built-in, cookie filter (ideal for nuking annoying cookies like AmrClawfers only), text clipping from the browser window, cps added to the already excellent Network status window and client



▲ AWeb performed the best on this site, the only browser to correctly handle <NOBR>.



▲ Cycle gadgets notable by their absence.

push/pull. On the other hand, it doesn't have SSL secure HTML support. A major oversight. It also doesn't rescale images for some reason, another minor point perhaps, but so it's another missing standard feature. I don't mind the lack of MUI features as much as I thought except for Form cycle gadgets. AWeb sees fit to use a listview instead where you must click through it to set an entry. There's a cycle to list option but it applies to entries around five or less. You still need to click 50 times to select a country. Hmm.

every browser in the world uses a proper pull down menu for this.

## Fast browser

AWeb enjoys fast browsing through the cache, thanks to the stashing of raw decoded images and it also has a very good HTML layout engine. It even looked good after I'd customised my ClassAct. But I can't ignore the missing features such as progressive loading, image scaling, AnimGIFs and SSL secure HTML. Results can be good on low colour screens depending on your datatypes and their settings.

AWeb has come a long way and if it addresses those glaring omissions, it has a chance at being the best all round browser. By then though, who knows what each of the other browsers will have achieved or how long it will be until their next update. Anyway, AWeb-II is still a damn good browser with some great features of its own. ■

Mat Bettinson

## Browser features

	Voyager-NG	AWeb-II 3.0	IBrowse 1.12
GUI	MUI	Class Act	MUI
GIF	Internal	Datatypes	Internal
JPG	Internal	Datatypes	Internal
PNG	Internal	Datatypes	Datatypes
Other	No	Datatypes	Datatypes
AnimGIFs	Yes	No	Yes
Image Scaling	Yes	No	Yes
SSL support	Yes	No	Yes (Miami)
Text clipping	Yes	Yes	No
Mem 8-bit screen	1850K	2146K	2032K
Mem 16-bit screen	2839K	2864K	2808K
Cookie filter	No	Yes	No
Styles	No	Yes	No

## AWeb-II 3.0

**SYSTEM REQUIREMENTS:**  
At least free memory, Kickstart 2 MUI 3.0 or better, 10 required (5MB)

**PROS:**  
Fast built-in functions require configuring before they can be used

**CONS:**  
Excellent HTML performance but other key features are lacking.

**OVERALL:**  
Supported but Named Amiga browser.

# 84%

# DIY Tower Systems

Need to know which bits to put into a tower system? Well try these...



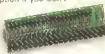
## Micronik 4 way IDE adaptor

■ Available from: Blittersoft

■ Tel: 01908 261466

■ Price: £19.95

This four way adaptor is a very basic, but very neat little IDE header adaptor. The tiny circuit board pushes down onto the IDE header on the motherboard and gives you a through header for your 44 pin hard drive and a 40 way header for 3.5" devices. There is no buffering of the interfaces, but as the most likely use of this would be to pass a couple of devices some distance away in a tower case with an internal 2.5" hard drive kept very close to the header there won't be much extra cable length. Long cables are the main reason for going for a buffered device, and this is a cheap option if you don't need buffering. It gets in the way of the metal shield over the motherboard, which some people like to retain after tower conversion, but can still be fitted over it using a little cutting.



## Round-up

### Micronik 4 way IDE adaptor with software

■ Available from: Blittersoft

■ Tel: 01908 261466

■ Price: £29.95

This four way has a 44 pin and a 40 pin header, is properly buffered and what's more it does come with a registered copy of George Campani's Atapi PnP software. It is significantly larger than the above board, but it actually fits much more comfortably although you may have to trim off a small corner of the metal shield. Unfortunately the board doesn't have the luxury of the choice of 40 or 44 pin connector that the Eyetech buffered interface device enjoys, but having said that, it is noticeably cheaper than many unbuffered interfaces. The ongoing argument of buffered Vs unbuffered looks like it will continue, but at this price the argument seems entirely academic. Whatever your preference for buffering, this adaptor is simply excellent value for money.



### Micronik passive SCSI adaptors

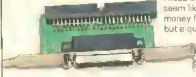
■ Available from: Blittersoft

■ Tel: 01908 261466

■ Price: £19.95

These could be the solution to all your problems if you want a DIY SCSI tower SCSI devices come with all sorts of different connectors. If you have a Squarlet, you're going to have to find your own solution. However if you have a Datafast, or one of those SCSI adaptors which plug into an accelerator card and use a 26 pin D type connector, then these two adaptors will allow you access to the full range of internal SCSI devices for your tower. The triangular version has a 25 pin male connector which plugs into your SCSI interface. You can connect a nice multiway internal SCSI ribbon cable from whatever CD-ROM drives, CD-Rs, backup devices and hard drives you feel like into the 60 pin connector on the adaptor. The square adaptor can connect to a spare header on your multiway internal cable and fits to one of the rear slots on your tower giving you an external 25 pin D type socket.

Priced at £20 each, it may seem like a heck of a lot of money for a simple adaptor but a quick scan of a PC dealer's price list shows no significantly lower costs for any similar products.



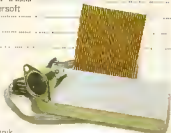
## Micronik PC keyboard interfaces

■ Available from: Blittersoft

■ Tel: 01908 261466

■ Price: £39.95

Here are some more keyboard interfaces which will plug straight into the ribbon connector. There are two slightly different configurations of the keyboard adaptor which is used in the Micronik tower. One version seems to have been designed for use with desktop A1200 consoles as it has a cable-mounted DIN socket whilst the other has a DIN socket designed to be connected to the back of the case. Like the Eyeteach unit, these are auto-sensing and can take either PC or Amiga keyboards. Unlike the Eyeteach unit, there has been no thought given to mounting, so this is a problem you'll have to sort out for yourself. You will probably and up sticking the adaptor to the motherboard, as the ribbon connectors are around a third of the length of the one on the Eyeteach unit. On the upside, you'll find that they don't occupy one of your tower's power connectors. Positively great units.



## EZ-DFO

■ Available from: Eyeteach

■ Tel: 01642 713185

■ Price: £14.95

Here's a damn good solution to the problem of transferring your floppy drive to a tower. The A1200 internal floppy drive will fit fine in a case, but you have to glue the button on it and it looks uglier than a chimpanzee's backside. This tiny little board simply plugs over the floppy drive connector on your motherboard and has a through connector. Once fitted, your Amiga can use standard PC drives. As PC internal floppy drives can be bought for as little as £12, this makes buying replacement drives a doddle. You don't get to use high density disks even though you are now using a high density drive, but if you don't want the complexity and don't need the flexibility of a Catweasel, this is a perfect solution. An Eyeteach interface and a high quality PC drive actually cost less than internal Amiga floppy disks, if you can find any. Alternatively look at the Micronik high density drive (top right) for a costly but flexible alternative.



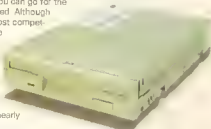
## Micronik internal floppy drive

■ Available from: Blittersoft

■ Tel: 01908 261466

■ Price: £54.95

Right, now this is something every Amiga tower user wants – a high density floppy drive. This works the same way as the original Commodore high density drive – it is a half speed device. Unlike some of the hacky but functional high density drives which various third party manufacturers have produced in the past, this is a totally plug and play device. Connect it to the floppy connector, plug in the power line, switch your computer on and it works. Stick in a low density disk and it formats to 880k, stick in a high density disk and it formats to 1.78Mb. The real beauty of this is apparent if you often need to share data with a PC. With this disk drive and CrossDOS as supplied with Workbench 3.0+, you can use PC 1.44Mb disks. The drive comes in two forms, one described as being for A4000s and one for A1200s. The only difference between the two is that one has a fecaplate and the other doesn't. Obviously this means that if you are looking for something to go into a tower, you want the one for the A4000 – even if you use an A1200 motherboard. If you are sticking to your old fashioned console style case for the time being, or have gone for the 'sidesteer' tower as detailed in the first part of our tower feature, you can go for the A1200 one instead. Although cheaper than most competing products, the price is verging on Catweasel territory without the speed or flexibility of the Catweasel. Of course Catweasel isn't nearly as easy to use.



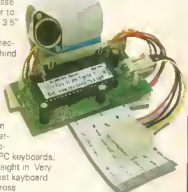
## EZ-Key

■ Available from: Eyeteach

■ Tel: 01642 713185

■ Price: £39.95

Now this is the way a keyboard adaptor ought to work. The board has a couple of support columns with sticky pads to fit neatly onto the back plate of a tower case. An adaptor takes power to the board from a spare 3.5" power connector and a standard 5 pin DIN connector can be mounted behind the keyboard socket hole on the back of the case. A nice long ribbon cable extends from the board and slots simply into the keyboard ribbon connector on the motherboard. The adaptor auto-senses Amiga 2000 or PC keyboards, allowing you to plug straight in. Very good stuff, and the nicest keyboard adaptor we've come across.







# Cinema 4D 4.2.CD Edition

■ Price: £199.95 ■ Upgrades from: £29 from v4.2, £69 from v2.0.  
 ■ Supplier: HiSoft ☎ 01525 718181 ■ Web site: <http://www.hisoft.co.uk>

**Amiga revival continues with another incarnation of Maxon's Cinema 4D.**

**F**or those of you that might have been living on a desert island for the past 12 months Maxon's Cinema 4D stands out as one of the latest Amiga success stories. It's a high quality, four-dimensional (length, width, height and time) modelling/animation

package that is now also available on those horrible-to-use PCs and infuriatingly inflexible Macs. So it's slightly ironic that the CD Edition (version 4.2) has made it to the Amiga last but, now it's here I'm very pleased to say that it seems to have been well worth the wait.

Cinema 4D has always seemed uncannily fast and stable, but its interface could be tedious to use with complex procedures for certain functions, no where more so than in the material manager. In versions 2.0 and 3.0, to change a material and apply it to an object you had to follow a long, laborious process of menu selections. The highlighted box on the left shows how easy this function now is.

## Tasty textures

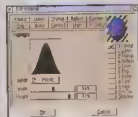
With the latest Cinema 4D CD Edition, Maxon have added the useful you have a pretty material manager window that sits anywhere on the screen and can be resized to your requirements, just like a normal Amiga window. Now, when you want to adjust and apply a material, you just double-click on its icon and up pops an easy-to-use editor interface where you can happily adjust the material to your requirements and see an example of the new material, rendered in real time. When you've finished just click on OK and the interface closes. Then select the object you want, click the material icon, go to 'Apply' in the new material pull-down menu and 'Hey Presto', job done.

Thanks to the new, multi-coloured editor option, the wireframe of the object is already synchronised with the new material colour, making it easier to identify the parts of your model on screen.

This edition will also allow an infinite number of texture maps to be applied to a material, along with customised highlight widths. This means that, with only a little bit of practice, you can easily generate your very own personal library and include all of your weird and wonderful materials.



▲ Using the Materials Manager is quite simple. Just click on one of the material icons and the material becomes active.



▲ Ease of material use is aided by a simply double click on a material icon to access the handy material editor.

## Modelling tools

As before, Cinema 4D offers a choice of primitive objects (cones, pyramids, perfect spheres...) and the essential range of modelling tools (path, extrude, Boolean...) so it's therefore slightly disappointing that it's still hard to achieve the

exact results you want.

Cinema 4D can certainly produce some great results though but producing specific fantastic results can be awfully hard – path objects remaining a case point for anything remotely complex.

Nowadays, anyone with an



▲ Despite the lack of organic tools it is still possible to render organic-looking scenes. This one was probably originated by Captain Picard.







▲ Great for making machinoids, but not so good for realistic renders of human beings.

Interest in graphics and animation went to generate life-like renders so the inclusion of organic-style modelling tools, such as metaballs and metapaths, would certainly have improved matters. Sure, Cinema 4D can happily model buildings, robots, spaceships and cups of tea but just you try and produce a life-like person, animal or landscape and you'll soon be losing your hair faster than Captain Picard.

## Easy does it

Complex modelling aside, Cinema 4D remains one of the easiest packages to get to learn and newcomers should have little difficulty rendering their first scene on day one. As you can see from the renders on these pages, which have been easily adapted from the CD's bonus drawer, perseverance can pay off. If you are a complete newcomer, however, you really

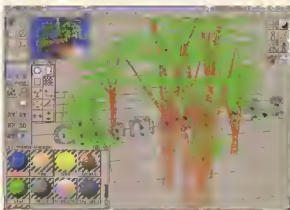
won't need to panic either. Cinema 4D's manuals are both logical and easy to follow, and contain several tutorial examples to help you get on your way.

## Animation

Animation remains one of Cinema 4D's most powerful and easy-to-use features. Basic, keyframe animation takes about five minutes to learn, while adding the built-in special effects (explode, deform, melt...) can be achieved in an hour or two. This latest version brings the addition of full material morphing – removing previous limits on texture types. For life-like, and believable walking models there's still no bones option but there are inverse kinematics, with parameters for angle, damping and acceleration.

## Playback

The supplied version of MainActor



▲ The new, colourful editor screen, with a small, rendered image of the scene (top left).

will let you play animations in HAM or, if you have an AGA machine, HAM-8.

New to this edition are the additions of realistic soft shadows, lens flares behind transparent objects and improved anti-aliasing. The ease with which Cinema 4D can control visible light is totally unique and in this respect, if even gives LightWave 5 a severe thrashing. All that it really needs now is fractal noise for generating plasma beams.

## Rendering

To boost the performance, direct, internal support for 68090 accelerators and CyberGraphX compatible graphics boards has been added to the program.

Thanks to the speed of the ray-tracer, you can easily work on a scene whilst rendering others, with the ability to prioritise processing power to the most important job. New support for a 24-bit Workbench mode means you can quickly render a full-colour test image onto the editor's screen, while you continue working on the editor. Cool! There is almost no fear of system failure either as the only time Cinema 4D ever seems to crash is when using CinemaWorld or CinemaFont.

## Is 4D for you?

If it is your all-encompassing intention to produce fully professional organic renders, then even at its rather frightening price of £1000+ (LightWave 5 almost certainly remains the best choice). Otherwise, at under £200, Cinema 4D 2 CD Edition has to be the way to go. Modelling can be tricky but its stability, rendering speed and overall ease of use simply can't be beaten. However, it would be rather silly to count

## Upgrade?

The upgrade includes a colourful addendum, highlighting all of the new features in HiSoft's typically clear and logical manner. From version 3 (floppy or CD) you can upgrade to the version 4.2 CD Edition for the sum of £29. This will include the complete versions of MagicLink and MainActor, in addition to the interesting but flawed CinemaWorld and CinemaFont. If you're thinking of upgrading from version 2 it will cost you a total of £89. In either case, this edition seems well worth upgrading for the new material manager alone.

out the promising Aladdin 4D, which we will review next month, or the forthcoming Imagine 6.0. However, until they reach the light of day, it remains to be said that Cinema 4D CD Edition, is the King of the Hill, for now.   
Richard Bradford

## Cinema 4D CD Edition

**SYSTEM REQUIREMENTS**  
Hard disk, 2MB free RAM, 800x600+  
\$8828+ and CD-ROM

**AG1** Speed: Best scene rendering in less than one second

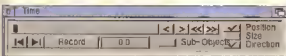
**AG10** Brilliant performance: Fast and easy modelling

**AG15** With 3D rendering of textures it's amazing that it costs less than £200 (HiSoft)

**AG18** **OVERALL**

**AG100** A great product that just keeps getting better.

**92%**



▲ Animating with keyframes is nearly as easy as using your video recorder.

# Whippet

■ Price: £49.95 ■ Developer: HiSoft ■

Supplier: HiSoft ☎ 01525-718181

<http://www.hisoft.co.uk>

**T**he Amiga's serial port isn't up to much, especially when using a new, high speed 56K modem. Using USR's 'X2 or Rockwell/Lucent's 'K56Flex', these modems need to link to the Amiga at a speed of at least 115200 baud, preferably more. Unfortunately, 115200 is the highest rate the Amiga's serial port will run at and it doesn't do that very well. With a pitiful single byte FIFO (first in, first out) buffer, interrupts are generated thousands of times per second in order to empty it. If they aren't serviced, data loss occurs - if they are it eats the CPU's power.

What we need is a replacement serial port and this is what HiSoft supplied with the PCMCIA Surf Squirrel. This unit was an update to the Squirrel SCSI inter-

face which had a built-in high speed serial port. The Whippet reviewed here, is much the same only without the SCSI interface. The only connector on the Whippet is a small 9 pin serial port. A standard modem 9 to 25 pin serial cable is supplied also.

In terms of use, the Whippet does exactly what it says on the tin, or cardboard box in this case. Installation of the software is extremely basic: it's just a whippet device copied into devs. I fixed up Miami connected to a dual channel, 128K ISDN terminal adaptor, selected 48000 baud and linked up first time. CPU time was noticeable due to the technicalities of the Whippet's software interrupts but overall, this was not a problem. With no buffer overflows, even at this very high serial



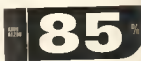
rate I downloaded at 15K/s. Since the Whippet will deal with this very high rate with no problem, it's going to be fine at 230400 for a 56K modem.

Personally I dislike PCMCIA with a passion. As usual, a pin bent when I plugged in the Whippet and some delicate surgery was needed to straighten it out. If you're careful inserting it and you don't slip it in end out too often, it should be fine. However, it's an unsightly end

bulking addition to the side of your A1200.

Overall, the Whippet's simple installation, good performance and overall high quality will let your Amiga get the most from the Internet. It's also bound to work a real treat with a serial network. Another great HiSoft product, as we've now come to expect. ■

Mat Bettinson



# Port Plus Jnr

■ Price: £49.95 ■ Developer: VMC

■ Supplier: Eyetech ☎ 01632 713185

**A**long the same lines as the Eyetech Port Plus Junior (AKA HyperCOM xl), is a high speed serial port for the A1200. If you caught the review of the bigger brother with two serial ports and a parallel port in last month's issue, you'll know it uses an unorthodox way of connecting to the Amiga.

The Port Plus Jnr plugs into the internal clock connector inside the A1200. We've heard reports of some A1200s not having this connector so it would be a good idea to check first. It's located in a recess in the RF shield, near the floppy drive connectors. The Port Plus Jnr, like its big daddy, plugs on to the connector snugly and occupies the recess perfectly.

A lead then goes to a single

25-pin D type serial socket, just like the A1200's existing serial port. Unlike the Port Plus, since there's just the single port, it will fit into the spare socket on the right hand side of the A1200. It needs to be screwed into the case but it's a better solution than the standard PC blanking plates - these would trail out the back with the Port Plus. Of course if your A1200 is in a tower the blanking plate is desirable. In this case there are usually holes for spare 25 pin D sockets and it should be possible to screw this neatly to the case.

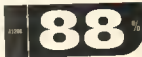
Performance wise, the Port Plus Jnr is even better than the Whippet. That's due to the hardware interrupt available on the clock connector and its huge 32 byte FIFO. To be honest, the difference here isn't really noticeable at

460800bps with the ISDN terminal adaptor and it certainly won't be at 230400 for a 56K modem. The biggest issue between the cards is the physical connection here: the neat internal Port Plus Jnr makes the difference and it leaves the PCMCIA slot spare. It's the only solution for an A1200 tower setup.

My only real reservation with the Port Plus Jnr is that it should be cheaper for the tiny PCB with stock components. Otherwise this is a faultless product and essential to get the best speed

out of the Internet. Get it. ■

Mat Bettinson



# Viper 630

■ Price: 4Mb @ £115.95 8Mb @ £129.95

■ Developer: M-Tech ■ Supplier: Power Computing

☎ 01234 851500

**T**he Amiga's old 68000 CPU is really showing its age these days. Those of you with A600s have been pretty much stuck with it. There has been one option in the past, the hard to install Apollo 620, but now Power Computing step in with this more powerful rival boasting a reasonably meaty 40 Mhz 030.

The Viper 630 piggybacks onto the 68000 CPU and comes in 4Mb or 8Mb versions with a 40Mhz 030. The memory is surface mounted and not upgradeable. Although not as troublesome

as the Apollo 620, fitting isn't easy. The metal shield over the motherboard has to be cut. The board covers the cradle sockets, so you'll need to move your internal hard drive, and probably have to buy a longer cable to do it. A capacitor situated next to the CPU gets in the way of the socket and although it has a corner shaved to give space for this, you may have to shave a bit more. Even then, the front of the board is free floating and has a tendency to dip forwards, pulling the board off the chip. They really ought to be some support supplied, but insert a spacer and this board is more stable than the Apollo offering.

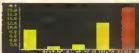
The 030 in this one is a pretty major improvement over Apollo's 020 and wipes the floor with it in terms of speed. As the AIBB tests show, this card pushes an A600

to levels similar to top of the line A1200 030 cards boosting an A600 to around nine times unexpanded speeds. In terms of value for money, the price is pretty good, with all sorts of offers thrown in, including a terner for the brilliant Wordworth Office 6 on CD. Power will sell you a cheap CPU to go with the board too - highly recommended for maths intensive software.

We have some reservations about advising people spend money expanding an A600. If you are certain that it is all you'll ever need for your 600 then great. If

you want to go PowerPC one day you'll have to get an A1200, and given that similar spec boards for an A1200 cost £25 less and are 10 times easier to install, you should seriously think about ultra cheap second hand A1200s instead. ■

Andrew Korn



▲ Viper 630 speeds up an A600 by 90%

# Viper MkV 1230/50

■ Price: £139.95 ■ Developer: M-Tech

■ Supplier: Power Computing ☎ 01234 851500

**T**he most powerful unit in Power's current line of budget accelerators is the Viper MkV which runs a 50Mhz 030. Unlike the other cards in their current release range, this one sports a SIMM socket to allow you to plug in your own industry standard memory modules. Having to com-

pete against the now really cheap Blizzard, the Viper needed a gimmick to push sales and has found one - a built in SCSI2 interface.

For £170 you get a full MMU 030 at 50Mhz, an FPU, a SCSI2 adaptor and Breathless. An extra £10, includes an excellent office software CD. The Blizzard IV's current recommended price with SCSI interface comes to £148. Now add £35 for the FPU for a total of £183. The software bundle from Power is excellent value but the board has a lot to prove.

In operation the Power board is fine. One ran happily throughout the World of Amiga Show when it showed TFX to the messes without any sign of falling over. AIBB tests showed it to be 12% slower than the Blizzard equivalent. FPU tests ran about 2%

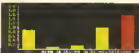
faster on the Viper, although both are over 100 times faster than an FPU-less system. In real terms they are fairly even.

How about SCSI? The Blizzard is a DMA implementation, the Power version isn't. In practical terms this means that it is a little slower. Tests showed that it was perfectly happy to run a Zip drive at a normal 1Mb/sec, although ultra fast hard drive access may be beyond its reach. Die warnings accompany the poor software installation, but the SCSI was easy to get working.

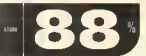
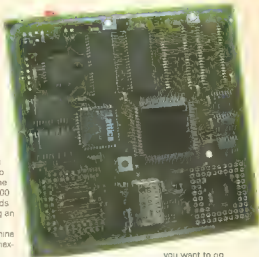
This is a good board. It isn't up to the standard of the Blizzard, but it wins on price, particularly given that UK prices on the Blizzard are

set a little high. If you could use the Wordworth 6 Office CD, then chuck in the tanner and you have a genuine 24 cent bargain. The Blizzard's speed benefits are minimal compared to stepping up to an 040 card, and as a complete package Viper does the job. ■

Andrew Korn



▲ Top is integer performance, bottom is FPU



# Magellan Opus 5



■ Price: £49.99 (5.0 upgrade £29.99) ■ Developer: GP Software ■ Supplier: Wizard ☎ 01322 527800

**GP Software's latest version of the Amiga's favourite directory utility has arrived. Does Magellan have anything new to warrant an upgrade?**

**S**ince Directory Opus version 4 came out several years ago it has remained the most popular commercial disk filing utility for the Amiga. However the distinction between a simple filing utility and a general operating system add-on was blurred with the addition of the controversial version 5. On one hand the extra features were undeniably powerful, but many found it hard to get to grips with the multi-lister approach rather than the simple source/destination we all came to love from the past.

Every Amiga user should be familiar with standard two-lister directory utilities such as Opus 4, SLD, File, Directory Works and so on - although some confusion surrounded the previous version of Opus 5. Designed from the outset to actually replace Workbench rather than run alongside it, at first glance Opus 5 looked just like Workbench. Only when you clicked on drives did the lifelines appear just like an 'ordinary' directory utility. All of the standard options were there such as deleting buttons, but with the added facility that separate button banks could be created and stuck anywhere on the screen and even moved around.

The advantages providing you could deal with the new system, was that you were never kept waiting. Unlike Workbench, it was possible to start off a copy or some other operation from one window and then carry on from another. In reality, Opus 5 had some teething problems with being a Workbench replacement - due mainly to conflicts in software that assumed Workbench was Workbench. The result was that it mostly needed to be run side by side with Workbench. Having two Workbench-like screens is pretty strange and ultimately, it is not a worthwhile replacement.

## Re-incarnated

The latest incarnation that replaces the old version, is Opus 5 Magellan. This attempts to solve the Workbench replacement issues once and for all. Firstly and this won't win at CU Amiga right away, Magellan will operate on standard Workbench icon positions. By pressing a hotkey the active lister reverts to Workbench mode. You'll see icons again but now, if you have Workbench icon positions enabled the window will snap to the real Workbench size. Great for anyone making floppies and CDs for use by people who don't have Opus, as we



▲ Look at the lovely NewIcons support in Opus Magellan, it even gets the window size right.

know that the icons will appear in the right locations. Previously we had to use Workbench to do this.

Also on the icons front, the long overdue NewIcons support has been integrated into the package. NewIcons caused some problems in the past but now that Opus supports them directly they're actually better than NewIcons under Workbench. It's now possible to individually set icons to have borders or not. Great for fixing MagewB icons that look awful with transparency. Magellan also adds some really nifty functions for defining regions where icons can be located and the priority for sorting them. In this way you can organise where drive icons will appear and gain easy access.

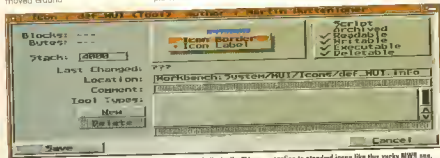
Magellan has also added the great function of creating an icon for an internal Opus command, thereby you can make a copy icon on the desktop. Highlight the

files you want and click on the copy icon and away it goes. You can imagine loads of uses for it. There's a new hidden option which allows the hiding of drive icons that are 'bad' so, for example, PC0 will disappear if an FFS disk is inserted end vice versa.

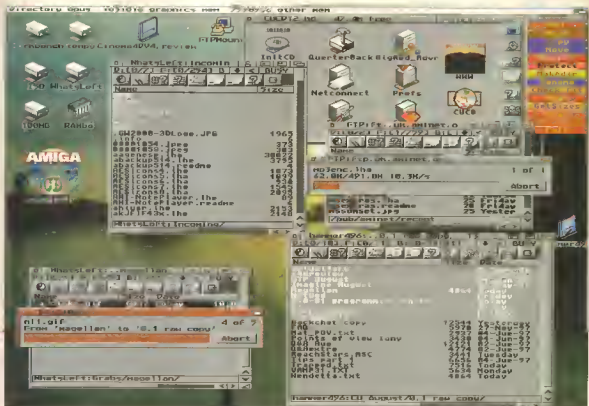
## FTP Net mania

For Net maniacs like myself, the second greatest change to Opus is the built-in FTP system. Previously I found this a little poor, being very slow and necessitating an edit to configuration files in order to change the settings. This area has received a lot of attention and Magellan now has extremely good FTP support. It also has a very nice address book complete with the preferences that you would expect to find in an FTP client and it's just as fast as any other FTP client because it works better being inside the Opus environment. Just click on a site in the address book and the files on that site will appear in a lister ready to use. It's now possible to use the FTP module instantly too by typing ftp // into the string gadget at the bottom of a lister, a helpful addition.

The right mouse button pop-up menus (which appear right next to your mouse pointer at a Magic Menu) have seen some additions. Filetype specific options such as 'open' and 'open with', 'copy to dtd', 'ram', 'desktop' and so on. To save on space, it's possible to define a button and then create



▲ Each icon may have the NewIcons 'borderless' feature set individually. This even applies to standard icons like this yucky MWM one.



▲ Magellan in action. Here's some parallel copying and a Workbench task mode window.

a bunch of 'start menus'. These will appear by right mouse clicking over the button so that pop-up menus appear. A great desktop space saving option.

Another new feature to Magellan is the Desktop Folder. Those familiar with Macintosh and PC operations will recognise this function. Files can be dragged onto the Opus desktop itself and they will be essentially moved or copied to a separate directory. It's even possible to choose the location of this directory and browse it directly from a lister. The default action is that when a file is dragged to the desktop, a pop-up menu appears asking if it is to be copied, moved or simply left out. It's even possible to change this to a default setting so that the pop-up menu never appears.

## Small changes

There's a lot of other small changes to Magellan, an optional space gauge which shows how much space is used on the drive, a lister is viewing, icon label splitting for long names, CybargraphX support for general 24-bit dis-

play/speed and dragging of icons, more ARexx commands, improved compatibility with MUI, MCP (allegedly), new script system for disk insert notification and a re-written and faster text viewer.

Ultimately the Magellan version is a significant upgrade in all areas. However if you were just using a file manager for day to day shovelling of files, then you can get by without it. Where Opus 5.x comes into its own is by spending a little time to find out what it can do for you. It's not easy, it takes a little time and some breaking of old habits. I should know - I still dive for the Shell more often than I should - but still my productivity has soared with the investment into Magellan's configuration that I have made.

With this version I can resolutely recommend Opus 5 Magellan as a viable Workbench replacement. Addressing the key issues of Workbench icon positions, Newsicons support and a dozen other asked for features, has enhanced the system no end. If you're a power Amiga user who desires a complicated and power-

ful Amiga enhancement package then Magellan is it. The core issue of Opus 5.x being a little radical with a steep learning curve can be resolved if you first try out Opus 5.11, given away on the May issue of CU Amiga.

## Development

There have been complaints on the upgrade price and some indication that users of Opus 5.5 are going to stay put because of the cost. This is a decision for you to make and not just on the individual features mentioned here. There is the fact however, that continued support of the product means continued development, which we hope will include a PowerPC version for the future.

If you're using Opus 5.11 you'd be insane not to upgrade now, as Magellan is much improved and has matured into the perfect Workbench replacement. I've tried not to trumpet this product too hard, as it may not be for you. However if you're remotely willing to put in the effort, there is no doubt in my mind that an Amiga with Opus 5 Magellan is the most

powerful and versatile computer and operating system combination in the world. It's fast, feature laden (more than you're ever likely to need), a programmer/script writers' haven and quite possibly the most highly developed item of software the Amiga has ever seen. CU Amiga SuperStar! Megastar more like! ■

Met Bettinson

## OPUS 5 MAGELLAN

6000	System requirements
4000	Workbench 3 and hard disk
4000	OP Software by to make it easier, but it's a complex package
4000	New system were features than Inspector gadget
4000	Consistently updated and improved and great value at price
4000	Overall
4000	The Amiga's most powerful Workbench replacement.
4000	92%

# PD Scene

Andrew Korn and a mixed bag of goodies this month that include; a Yahtzee clone, a brilliant Arkanoid game and some turkeys to avoid...

★★★★★ Totally blinding  
★★★★★ Good  
★★★★★ Average  
★★★★★ Substandard  
★★★★★ Oh dear

## Yahtchoo

### Dice game

■ **Available from:** Classic Amiga PD, 11 Deansgate Radcliffe, Manchester M26 2SH

■ **Tel:** 0161 723 1638

■ **Price:** £1 plus 75p P&P per order

There has certainly never been any shortage of Yahtzee games to choose from in the PD but this AMOS Pro conversion is pretty well regarded as one of the better ones. The aim of this game is to achieve the highest score from what amounts to contract poker. You have to roll your five dice and score as high as possible while filing a scorecard with the highest collection of four and five of a kind, runs, full houses, twos, threes, fours, and so on. The winner is the player who completes their contract with the highest score. You can play against an opponent or just by yourself and try to achieve a high score.

Yahtchoo is a solid enough implementation well presented with no unnecessary complications and no particular omissions, this will satisfy anyone looking for a Yahtzee game. The only criticism I have is that it isn't OS friendly - an inevitable consequence of a program written in AMOS. ★★★★★



## More Ants

### Game collection

■ **Available from:** Underground PD, 54 Carmena Close, Shoburyness, Essex SS3 9YZ

■ **Tel:** 01702 295887

■ **Price:** £1 50 inc P&P

Ants. Someone thinks that garden creatures are the way to sell games. In an amazing throwback to game plots of yesteryear, you must recover the ten keys of whatsit which have been randomly buried around the garden. By blowing things up with rockets and bombs you can uncover the lost keys while simultaneously defending yourself against the relentless onslaught of various creeping insects. There's a high res background that's reminiscent of Worms, making the game feel familiar and friendly for a short while.

But wait a minute. What happened to game of the month? Ah, well that's where PD Underground came in. Instead of leaving a



few hundred k of spare space on the disk they have provided a couple of freebies, a pretty decent Arkanoid clone and a game called Siddythings which is a sort of Skidmarks on ice, where you and a challengee take each other on in a race to be the first snowman to cross the finishing line. This task is made more difficult by the fact that you bounce off the walls of the course like a sack of elastic bands in a rubber room factory. It's fast, insane, and hysterically funny. ★★★★★

## Miggybite issue 11

### Disk magazine

■ **Available from:** Classic Amiga PD, 11 Deansgate Radcliffe, Manchester M26 2SH

■ **Tel:** 0161 723 1638

■ **Price:** £1 plus 75p P&P per order

Hey guess what? Viscorp have dropped out of the Amiga buyout deal, and a Canadian company called QuickPak are the current favourites. I guess if you download a disk mag after publication rather than buying it from a PD library the news may be reasonably up to date. Never mind, there's plenty of fairly obscure news you probably won't have heard before anyway. There's a whole bunch of reviews, some commentary and the now obligatory humour selection, the star of which has to be the QJ Simpson trial in the style of Doctor Doom.

The magazine is well presented with a tool bar at the bottom of the screen which allows

easy navigation and includes useful extras like a find facility, a glossary of Amiga terms and a gadget to show associated pics - although the only pics in the mag are some screen shots for the review of the Dune games.

The best thing about mags of this type is that they are very interactive, meaning that the readers can get involved. This title is very lively has a lot going on, and gives a real sense of a community of Amiga users. There's a lot to read and if you want I'm sure the editor would be glad for you to join in the writing too. ★★★★★

## British Manager

### Footie management

■ **Available from:** Saddle Tramps PD, 1 Lower Mill Close, Goldthorpe, S63 9BY

■ **Tel:** 01709 888127

■ **Price:** £3 85 plus 50p P&P



ing-el-land! 2-0 against Poland, 2-0 against Italy, 1-0 against France and now it looks like Champ Men 2 might finally be coming out on the Amiga. What more could football ask for? Well a decent football management game from the realms of the PD/shereweaf/licenseware would be nice. So it's a shame that this one comes so close without really cutting it.

Even so, it would have done pretty well as a commercial release in the past. It has many things you look for in a football game such as a transfer market, stadia, little animations of the goal-mouth action and the unique selling point of a combined British league (so you can give Rangers and Celtic more of a challenge by playing them in the third division.) Unfortunately the lack of tactics and player stats leaves you with little to do.

My major beef about this game is that the player names are made up. Can anyone find signing J Browne for Shadwell Town half as much fun as signing Juninho? Several large games companies have stopped using real names worried that player's names may be copyrighted. For a licenseware author to be worried about the FA pursuing a highly dubious action against them seems unnecessary I guess. I'll wait for BritMan 2. ★★ ★

## Blue Guitars

### Music medley

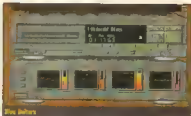
■ **Available from:** Underground PD, 54 Carmena Close, Shoeburyness, Essex SS3 9YZ

■ **Tel:** 01702 295887

■ **Price:** £1.50 inc P&P

You aren't expecting this to be any good are you? Everybody knows you can't get decent guitar mods. It's really quite simple. Take disk from PD library envelope. Hold with label pointing up and metal slidey thing pointing towards computer. Slide into disk drive slot on computer. Switch on computer. Let software boot up. Listen for 35 seconds. Remove disk from computer and feed to pet crocodile.

Well, this one is good so there's my review souped up. The CD style mod player pops up



and out rip those bluesy guitar riffs.

There are four mods on this CD three by Chaos / Syn, one by Xtd / mystic / TRSL. To my undying annoyance, they are all pretty decent mods. There isn't even one mediocrity one for me to mock cruelly. Don't get this disk just don't. You'll only encourage them. ★★★★★

## Yeti Game

■ **Available from:** Underground PD, 54 Carmena Close, Shoeburyness, SS3 9YZ

■ **Tel:** 01702 295887

■ **Price:** £1.50 inc P&P

Oh my God! I thought this sort of thing was covered by the Geneva convention. The Amiga is a multimedia machine capable of doing all sorts of impressive graphical feats. This does not mean that the Amiga should be producing games of a similar quality to a Spectrum programmer with no artistic talent but who can throw in a few extra colours.

You have to guide a little elf in a Santa cap around a network of ladders and platforms whilst avoiding snowballs in a quest to rescue his kidnapped love. Yes - it's a particularly crude version of Donkey Kong. Yetis are also known as abominable snowmen. In this case the snowman bit is superfluous. ★★ ★

## A Poke in the Eye

### Demo

■ **Available from:** Underground PD, 54 Carmena Close Shoeburyness, Essex SS3 9YZ

■ **Tel:** 01702 295887

■ **Price:** £1.50 inc P&P

There are colours. They swirl. There are lighting effects. Silhouettes of dancers. And music. There is a tunnelly sort of thing. Seen at A Poke in the Eye is a perfectly reasonable demo with a distinctly three year old feeling to it made up of standard VideoTracker effects. These days you expect to see rotating texture mapped, goraud shaded, light sourced blobs but you won't see them here. ★★ ★



## Quatermass Experiment

### Disk mag

■ **Available from:** Saddle Tramps PD, 1 Lower Mill Close, Goldthorpe, Rotherham, S63 9BY

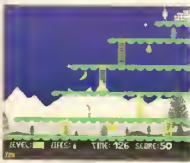
■ **Tel:** 01709 888127

■ **Price:** 80p plus 50p P&P

Another disk mag although this one is rather different to the normal Amiga oriented affairs. Although there is one article about an Amiga magazine (not us!) selling their subscribers list to a PC services company, the content consists mainly of science fiction short stories.

The opening sequence is reminiscent of the start of Star Wars - the most intriguing and amusing start to a diskmag I have seen. It made me want to find out more. The front end follows the same space theme with all the gadgets in the shape of planets so that the Sun is 'quit' and Jupiter is 'prmt document'.

The stories are a pretty variable bunch, per for the course for amateur fiction - some are pretty good, some is pretty dire. But there's plenty of stuff to read here, and if you are a bit of an SF fan, you're bound to find something you like. There is some decidedly adult content in here, so if you are easily offended be careful. There is a censor button which 'converts' certain words with a couple of asterisks so that '\*\*\*\*' becomes '\*\*\*\*'. Hey, we seem to have one of those at CU too! ★★★★★





## WORK, REST AND PLAY, PLAY, PLAY

## WORK, REST AND PLAY, PLAY, PLAY

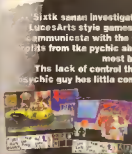


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**Fun starts at MC68030 running with 30MHz. 4player adaptor supported.**

Amiga CD : £29.99    Amiga Disk : £29.99



"Sixth sense investigations" is a new graphics adventure for the Amiga, based on the classic LucasArts style games. The base storyboard tells of a crazy young guy who has the ability to communicate with the spirit of a sarcastic man. A friend, who thinks of himself as a detective, exploits the psychic abilities of his friend - the crazy psychic guy, by using his skills to solve the most bizarre problems of the rich. Naturally, only if well paid.

The lack of control that the defective has over the crazy psychic guy, and the fact that the psychic guy has little control over the spirit, generates many crazy, funny situations which doesn't help them to make much money.

**Super-smooth AGA 256 colour cartoon graphics, full character voice-overs, 3 Worlds with 32 locations, intro film sequences.  
Requires A1200/A4000 etc 2MB ram, CD-ROM drive.**

Amiga CD : £29.99



# Testament



- It gets dark, the living dead begin their celebration on the graveyard.
- your way through swampy tracks and dark tomb monuments.

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## Marblelous

100 brain teasing levels each more difficult - you control a metallic ball using your mouse and have to find your way to the exit.

67.93

## Kargon

Kargon is a completely new challenge! Up to 4 players can compete in order to find one thing out: Who the greatest magician among them is.

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There are four sampled messages on the disk probably sampled from one of the aforementioned tapes without permission, but there you go. One offers a voicemail system for the afterlife, one a Bush impersonator asking for 'no new taxes', one a cheesy chorus and the last a fairly straight message except it's read by someone pretending to be Michael Bolton.

These kind of things were very popular in the early years of the answerphone, but time has passed since those innocent days. People have noticed that novelty phone messages are not a novelty any more. This disk does the job it sets out to, and appeals in a sort of rather early eighties sort of way. Buy it if you think filofaxes are pretty damn cool. ★★

## HardMods Patch programs

■ **Available from:** Underground PD, 64 Carmania Close, Shoeburyness, Essex SS3 9YZ

■ **Tel:** 01702 295687

■ **Price:** £1.50 including P&P

This disk's files are DIY modifications mostly downloaded from the Amnet's a hardhacks directory. They vary in difficulty but show how to fix the Escom A1200 floppy fixers, connect PC gamepads or make MIDI connectors. The easiest job is a modification to the speaker inside an A4000 involving adding a simple little cardboard baffle. The most complex is probably the DIY sound sampler - still pretty easy for anyone handy with soldering irons.

The topicality of some of these files is questionable - the audio filter fix for A1000s and fitting a 3.5" hard drive aren't the drama they were once thought to be. But there's a A1200 tower conversion guide - about as topical as subjects get at the moment, judging by the response to our articles on the subject, and there are still plenty of people who would like their Escom A1200 floppy drives working again. A bit specialised, but it does the job. ★★



## The Computer Reference Guide

■ **Available from:** Robert Hall, 7 Laurel Avenue, Fawdon, Newcastle upon Tyne NE3 2RP

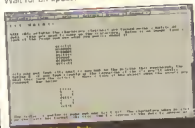
■ **Price:** £3.50 plus 50p P&P

Ah. A comprehensive guide to computing. What a good idea. Some kind of easy reference tome which would cover all sorts of questions about computer hardware, software or even things like the legal issues of shareware and how CDs work. Explanations of the terminology even. It could be presented as a nice easy AmigaGuide. And wouldn't it be good if it covered some other platforms too, and really told people what they need to know about the technology of the modern world?

The problem with this attempt is that author Robert Hall doesn't know much about the subject he is covering. He says, for instance, that 1k is 1024 bytes on PCs, and might be the same on Amigas but he isn't sure. He tells us that EDO memory is never seen with Pentium processors because the two are incompatible - I say just try buying a Pentium computer without EDO memory. Errors like this taint the document. To be a good reference guide, you have to be able to trust the information in it. In this one you can't.

Presentation is something that surely can't be mucked up in an AmigaGuide text document. Wrong. For some bizarre reason Robert Hall has used a Nucleus menu system designed for front end, which offers you the option to read the guide or not. An icon for the guide and Multiview would have sufficed and been ten times simpler.

To give this little some credit, the software section is quite reasonable, and if you want to know what the difference is between a laser and a bubblejet printer, this will tell you, along with chain, barrel, thermal, and liquid crystal shutter printers too. Typically it omits the rather popular dye sublimation type. So, if you treat the facts with caution, it does have a lot of depth. If Robert got someone to read for technical errors, this would be rather good. Wait for an update. ★★



The Computer Reference Guide

## Best of the Amnet



So the new regular Amnet column vanished last month. Ahem. Now we're back, and there's plenty more great stuff on the world's biggest archive of freely distributable software. To kick us off this month, let me point you in the direction of [gix/aga/sork.lha](#) (317k) where you will find the best Amiga voxel engine I have yet come across. It is very fast, has all sorts of rendering modes, fly and drive modes, the works. Looks great too. Apparently the author used our cover disk of Vista 1.0 to generate the landscapes, too. It only there was a game in there! Talking of games...

[misc/emu/DarkNESS.lha](#) (23k), claims to be an NES emulator which runs 70% of NES games. [SWOS.lha](#)? Go to [game/dota](#) and look at [swosafri.lha](#) (10k), [swosusa.lha](#) (2k), [swosbra.lha](#) (7k), [swosuse.lha](#) (3k), [swosasp.lha](#) (13k) for some updates.

If you find your modem is always covered with disks and papers, maybe you should download [qomni/misc/modemd.lha](#) (129k) which displays the status lights on your Workbench. You can do this while listening to a pretty odd piece of digicord trance you'll find at [mods/mad/bc-goann.lha](#). If you would prefer something to read, you might want a look at [docs/mags/eio1.lha](#) (13k), a small but well formed AmigaGuide monthly mag with news, news and reviews (some nacked from CU) bad boys, ask first!

## Eye candy time

Eye candy doesn't come a lot sweeter than Sweet by French demo team Sfrico. Go to [demo/aga/sic\\_sweet.lha](#) (593k) for a tunnel and lighting effects demo with a sense of humour. Men in Black after you? You've obviously spent too much time looking at [pix/trace/ebduction.lha](#) (94k). Sticking to a science fiction theme, check out [pix/trace/dune.jpg](#) (73k) for an excellent render of a giant Sandworm from Dune rendered by Amiga stalwart Tobias Richter. Ever lost something on your hard drive? Of course you have. Pity the Amiga doesn't have a find facility as good as the Macintosh built-in find file. It does now thanks to [util/wb/macfind.lha](#) (77k).

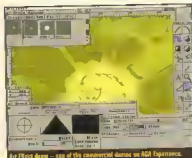
Remember - if you don't have Internet access all this software is still available. Many PD libraries offer an Amnet download service so try ringing your favourite. Any PD libraries offering this service who want to be listed here, contact us!





# CD-ROM Scene

There's such a lot of stuff that you can get onto a CD-ROM, but it's not always great. Andrew Korn cherry picks this month's crop.



In terms of contents, this disk is very much what we have come to expect. In other words there is plenty of everything. There is a strong emphasis on entertainment on this disc with a massive 222Mb of demos, 90Mb of games and over 80Mb of pics and animations. The utilities section doesn't suffer either with an excellent selection of shareware and PD utilities and a very good collection of commercial software demos. The docs section is full of disk mags including the excellent Amiga Report from CU Amiga's US correspondent Jason Compton. All in all, this really is one of the best discs of its type. **91%**

## AGA Experience volume 3

■ **Available from:** Sadeneess Software, f3 Russel Terrace Mundesley Norfolk, NR11 8LJ

■ **Tel:** 01263 722169

■ **Price:** £14.95

Anthology CDs like this are great things but presentation needs to be neat and different. Some CDs will present you with their own menu system, others go for the 'properly configured Workbench front end' approach. Amnet disks follow the former path, CUCDs follow the latter. Sadeneess have found a middle ground with a perfectly reasonable Magic WB based Workbench front end with icons which point to a file displayer when necessary, and include a guide in the form of a very cleverly devised HTML document which runs from the demo version of Aweb included.

The HTML index page has many of the pictures in 'click to view full size' galleries and links to various online magazines. There's even a click to play mod collection. Sadeneess have also interestingly used Aweb's internal shell system to activate demos from its demo collection. This feature unfortunately doesn't work, but it's a nice idea. The demos can still be activated through Workbench which is a much more sensible way of doing it as most demos require a lot of free Chip RAM, not something you will necessarily have with a browser running, and a large number don't quit, meaning that you have to reboot after viewing. Loading a web browser and using an HTML interface isn't the quickest way to run a single program.

## Epic Collection 3

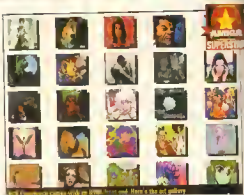
■ **Available from:** Epic Marketing, 43 Akers Way, Swindon, Wilts SN2 2NF

■ **Tel:** 0500 131486

■ **Price:** £19.99

Anyone would think there was some kind of conspiracy at work here. Epic and Sadeneess both producing number three in their respective series of anthology discs at the same time? This has just got to be a set up. Or conspiracy has to be suspected, especially when you consider how little overlap there is between the two discs. Epic has no polished HTML front end, but the Workbench front end is reasonably configured. There's no click to activate ease of use either, but there is plenty of accessibility through well placed software. On cover CDs, for example, let you view a picture by clicking on it. Epic has an icon for VT which calls a file requester to select the files locally. This is simpler but works perfectly well.

The spread of software here is very general so there's a lot to keep any Amiga user interested. The biggest collection on this disk is the music drawer which contains over 200Mb of assorted mods and samples. The mods conform a lot of material which is unlikely to turn up on many other CDs. If only because there are a lot of blatted breaches



of copyright. The pics collection is sizable too, and presented by subject with index pages. This makes them very easy to browse although Epic, unlike Sadeneess, has not retained text files with pics where supplied. Thus credits for pics are missing, giving the impression that Epic have just dumped any picture on, regardless of credit for creation.

The Epic Collection 3 is to a large extent shovelware – an inevitable result of the approach Epic have taken. Most of this disk appears to be in sampler mode. Thus, there are small (well relatively small, this is a CD) selections of what you might find in an Epic sounds CD, an Epic Clipart CD, an Epic 3D objects CD and so on.

If you collect CDs like this, you probably need something more to keep your interest up. The only thing which makes this CD stand out from the crowd is the educational database which consists of over 100 DMS disks of educational software with a click to expand interface. If you are always looking for educational software you'll find this an invaluable resource, if not, then it has nothing to make it stand out from similar collections. **82%**



With, signed by PMA but that is all we have. From the Epic collection



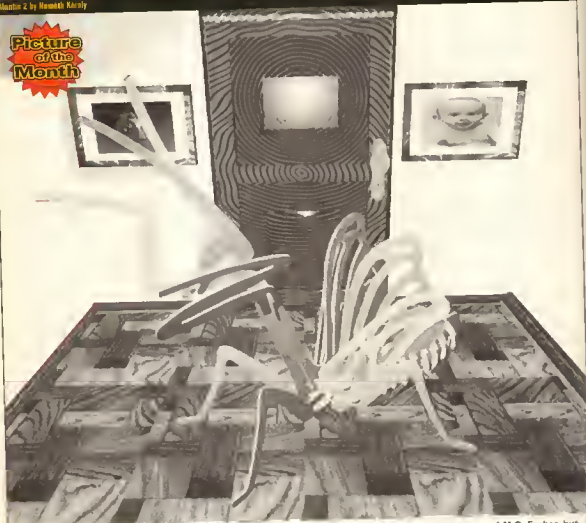


# Art Gallery

Dab hand with a brush? The Damien Hurst of Hackney? Send it to:  
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Monitor 2 by Munkácsy

Picture  
of the  
Month



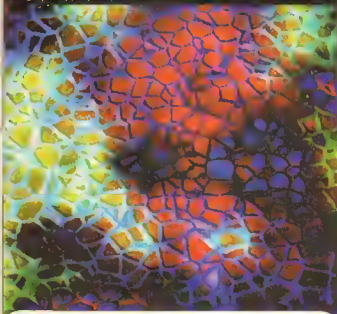
This black and white image is all about flat shapes and 3 dimensional spaces. It is heavily reminiscent of M.C. Escher, but Hungarian Nemeth, the original creator of this fine picture, might point to the work of his revered countrymen Moholy-Nagy, whose use of contrasting curves and hard edges is also similar.

Suicide by Trevor Hunter



Look closely at the objects in this disturbing Imagine render and you will notice that they float just above the table surface, lending this image an almost surrealist nightmare quality. Strong stuff.

Strange by Freaky (Philip Price)



Is it a Workbench backdrop or something from a 70's record sleeve? This gives a new meaning to crazy paving. Don't step on the cracks or you'll end up in the Twilight Zone.

Tik Bomber by Tom Allen



13 year old Tom Allen rendered this Star Wars inspired pic in Cinema 4D 2. Needs work on the textures, Tom, but the composition is excellent.

Animal by Freaky (Philip Price)



Pert human, pert fox, all psychedelic. Another example of what Ppaint, Image Studio, Photogenics and Dpaint can do in the hands of this strange individual.

Bottle 3 by Zoltan Hunt



Zoltan uses Lightways and ImageFX to give his realist renders that moody edge

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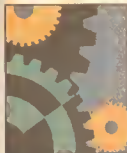
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Roll up your sleeves and get your hands dirty in the Workshop. Whatever you want to do with your Amiga, you'll find it covered by our own Amiga experts...

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# Amiga Workshop

# Imagine 4.0

## PART 8 More advanced animation tips and tricks, including avoiding any of those embarrassing skidmarks!

**L**ast month we looked at making an object follow a path. This is quite easily done, using the Align time bar in the Action Editor. We cheated quite a bit, because the object in question was a sphere, and therefore it didn't matter which way up the sphere was pointing. However, if you try and use this technique to make an aeroplane follow a complicated flightpath, or to make a car race around a track, then you will have discovered it's not quite as obvious as it seems.

Here's an example of the problem. We have a road object (created in a paint package as a simple drawing, and mapped to a plane) and a car which we want to move along the road. If the road was straight and the car was moving in a perfectly straight line everything would stay simple and we wouldn't have a problem. We could set the start and end frames and just let the car get on with it. However, you can see an example of the car's motion in the overhead view of the animation, which runs in the pictures one to four, directly below.

This method is fine in plenty of cases, and you can even make the car accelerate by various amounts or brake by altering the speed up and slow down times from the Action editor. When you move the camera down to ground level and make it track the car object, you can get a very pleasing and professional looking effect, as shown at the far right on page 77.



However, let's move on to a more advanced example. This time let's put a bend in the road. This presents two separate problems, but let's look at the more obvious of the two: how do we make the car move around the bend?

We could potentially create lots of tween points, however, this would be very time consuming and it probably still wouldn't look right.

We therefore use a Path object – a smooth curve which we can tweak until it's in exactly the right position at every point. Our car object can then follow the path and keep between the edges of the road. Here's how to achieve this effect in five easy stages.



▲ As shown above, create a bitmap for the



▲ When an object moves in a straight line, we only need to set the start and end positions, and let Imagine do the rest.



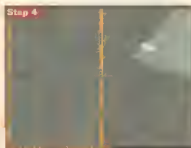
road. Use your favourite paint program, or if you are a little more adventurous, scan or digitise a suitable picture of a real section of road. Here's one which I obviously spent hours drawing. You'll be surprised how well a simple drawing like this will look like when it becomes three dimensional.



▲ **Create an object from the road image.** The best thing to do is to create a plane with the same dimensions as the drawing itself, and then use the brush mapping texture to apply it. The plane will now be your section of road, ready to use in your scene.



▲ **Load and scale all the objects in the Stage Editor.** You will probably need to adjust the size of the car and the road objects to match, and if you want to add any buildings or trees you'll need to scale these as well. Remember to position your camera at a good vantage point and to add a light source object.

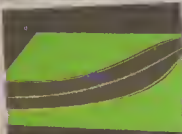
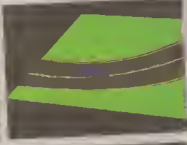
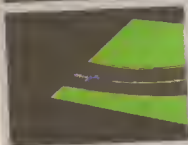
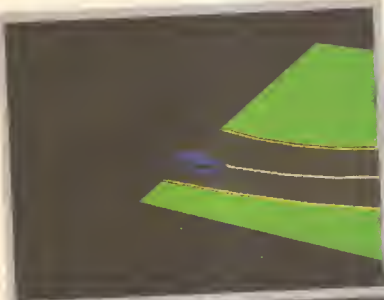


▲ **Create a path object.** You can do this from within the Stage Editor, from the Object/Add menu. Add an open path (a closed path is an orbit, where the end and start points are the same). You can now edit the path by selecting Edit Path from the Mode menu. You'll see a tiny pair of points. move and rotate these like



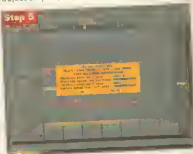
▲ **Let the camera pan across, locked to the car to keep in the centre of the screen.** Trees help add a sense of depth.

Continued overleaf ►►►



▲ Following a path, our car object appears to skid around the bends.

other objects (use Move and Rotate). Drag out the path to roughly follow the curve in the road mapping. You'll be asked to save the path object as you progress, so do it.



▲ From the Action Editor, set the number of frames to 50 and adjust all the objects so that they are all present for the entire fifty frames. You might want to align the camera to the car object; to do this, delete the camera's existing Alignment timeline and add a new one. You'll be given Tick to Object as a choice, and asked to enter the object you wish to follow. Now the vital part: delete the car object's existing Position timeline, and enter a new one. Make sure you select Follow Path and enter the name of the path.

That's all there is to it! The car will now follow the path and drive merely along the road. Placing the path in the right place can be a time-consuming task, and so there is a good trick to know: if you are using a road bitmap which is the same dimensions as the view window, you can actually load the road bitmap into the view as a shaded backdrop image. You can then position the path with absolute pixel accuracy. Anyway, in the grabs to the left here, you can see the result when you render it. Study it carefully and you should be able to see the next problem we need to overcome.

## Skid marks

If you look closely at the grabs, you will see that the car object appears to be skidding around the bend. In fact, it always faces exactly the same direction and this causes the rather unrealistic motion. As you might expect, Imagine solves this problem rather neatly.

Return to the Action Editor and delete the car object's existing Alignment timeline. Add a new one, and this time select 'Align to Path'.



▲ Set this option, and the car will turn realistically around corners. Probably.

You won't have to enter the name of the path, as it will be assumed you are referring to the path which the object is already following.

The purpose of this option is to keep the car object as a tangent to the curve, and so enable it to always face in the right direction. However, when you switch it on and return to the Stage Editor, you might discover that your object is facing a seemingly random direction, as shown in the screenshot below.



▲ If the object's internal axes don't line up with the direction of travel, the object will align in an unexpected way.

Don't panic! This is simply because the car's internal axes happen to be orientated in a different direction. In general, you want the object's Y axis to line up in the direction of travel. To change it, go to the Detail Editor and load in the object. Then rotate the axis using Shift-R instead of R, save the object and return to the Stage Editor. You may need to perform several rotations until all the three axes are facing the right way, but do it one at a time to stop yourself getting lost.

Finally, the series of screens that appear on the immediate right of this page show the final result of getting the car to follow a path and also to align to the path properly. You can see that the camera follows the car as it first heads directly towards it, and then veers away following the road.

## Up and down

You might be wondering if it's possible to make the car go up hill, as well as around corners. The answer is yes: you can change the path in the vertical as well as horizontal directions and so the car can be made to travel up and down. By default, the car will face up and down as it goes – there may be some cases when you don't want this to happen – so click on the Keep Y Flat option in the Alignment timeline. This will make the car stay totally horizontal – as if it were flying over a bump in the road for example.

The remaining options in the Alignment timeline are worth trying too: they cause the object (or group) to bend to follow the path. It's a great comic effect: the car will appear to change shape as it moves around. If you want to animate bouncing beams of neon or a magic carpet, or the hands of a clock, this is the option you need.

There are plenty of other tricks to consider too. We'll get a chance to look at some of these in more detail in next month's CU. ■

John Kennedy



▲ Part of the car animation. See how it changes the direction it is facing as it follows the path. Now all you need to do is animate the wheels as they steer the car and add some sky and clouds to the background.

# Amiga C Programming

**PART 1** Welcome to the first part of a new kind of programming tutorial series. It's designed to cut directly to the chase. So dive in and say hello to some real world applications!

The aim of these tutorials is to introduce some of the key parts of an Amiga program, ranging from opening windows to interprocess communication. In this first part, we'll start off with the normal building blocks, but then quickly throw you in at the deep end (in terms of C coding). Here you'll learn how to open a window and write some text in it. Don't worry though, because the hard work will be worth it: the frameworks we create are present (in some form) in all Amiga programs and we've even included each example on the cover disc so that you can simply import the file from disc and begin to work on it immediately.

## The shallow end

The canonical tutorial example is Hello World, filename 'helloworld.c' (on the cover disk). We'll use this as our benchmark for deciding whether to progress: if you don't understand this example, then you need to swot up on some of the real basics before moving on.

Luckily, there are a lot of really good books on C aimed at beginners, but very few of them present any kind of Amiga bias. Straight from the horse's mouth comes *The C Programming Language* by Kernighan and Ritchie (Prentice Hall), a book that many seasoned professionals cut their teeth on. However, it's wise to look at a few books for beginners and maybe choose the one with which you feel happiest. On the other hand, if you're just after a good reference book on C then you could do an awful lot worse than *C - A Reference Manual* by Harbison and Steele (Prentice Hall).

A lot of the stuff that you have to learn for C before you can start to actually write programs is complex and difficult. We won't be troubling you with that, as we want to dive right in and let you start to work with programs right from the beginning. This means that some of the more complex coding will be mastered by you learning it, 'parrot fashion'. To do this, we have supplied a lot of routines and programs listings on the cover disc. These are annotated files that not only give you the

code, but also clearly explain the components

This way a lot of the idioms (like opening and closing resources) are heavily reused. However, there's also a lot of things for which you really need to study the *Libraries* and *Autodesk* volumes of the ROM Kernel Reference Manual by CBM Amiga (Addison-Wesley). Looking at the standard header files is a great help, too. Don't let this put you off: we'll be seeing enough general stuff to make some decent steps forward.

## Depth: six feet

Right, hold your breath: we're going to be using functions from the Amiga's Intuition library. To do this we need to first call *OpenLibrary* (with the argument *intuition.library*, in this case) so that the Intuition library's functions are accessible. This first example, filename 'basics.c' shows how to open a library, error check and cleanup.

If you run this example you'll see it does nothing, the program's structure is the interesting thing at this stage. The first line is an `#include` statement, which adds the definitions of the structures and constants for using *libanes*. These come from the standard Amiga system header file *libanes.h* in the *exec* sub-directory of the includes directory of your C compiler. We must include this directory to define the library structure, as we'll be using it soon.

The next significant line is another `#include`. This includes another standard header file *exec\_protos.h* from the *clib* sub-directory. This file contains 'C prototypes' for all the functions available in the *Exec* library and, in particular, it includes a prototype for the

*OpenLibrary* function we're going to use.

Next up is the declaration of the global variable *IntuitionBase*. This is the variable where we will store the pointer to the Intuition library base (i.e., the collection of routines in that library). Because of the strict type system in C, we need to give the variable the correct type, which is the type of the result of the *OpenLibrary* call. There's a subtle issue here, we aren't free to pick the name of this variable: it must be *IntuitionBase*, with precisely that capitalisation, and it must be a global variable. This is dictated by the Amiga system file

## Libraries

The Amiga system routines are stored in a standard set of 'libraries', which are stored in the KickStart ROM and the *Libs* directory of your Workbench disk. The most fundamental library is the *Exec* library; in fact, it contains the *OpenLibrary* function which is the cornerstone of making use of library functions. To use a library's functions you must obey a few rules, and this bears an analogy with a real library. The first thing to do is open the door, using *OpenLibrary*. Once inside you can make use of the reference material (and call the functions in the library). When you've finished, you need to close the door behind you using *CloseLibrary*. The *Exec* library is an exception to this: its functions are available without having to first call *OpenLibrary*. Things would be a little tricky if this weren't the case, as *OpenLibrary* is a function in the *Exec* library.

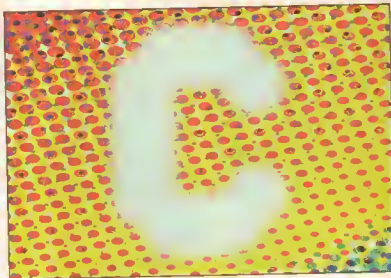
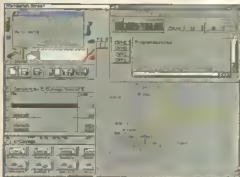


Illustration: John Lee



▲ **Hello World:** opening windows using Amiga C, it really isn't as hard as you might think.

amiga.lib (or the equivalent for your compiler) which will be linked with your program. The naming scheme for the standard libraries is pretty obvious and we'll be meeting the common ones, so this isn't a big problem.

Now that the environment for the program has been set up we can look at the single lump of real code: the main function. This is the entry point of every C program: every program must have one and it's where the action starts. The declaration void main() says that the function does not return a value (the result type is void) and it takes no arguments (the parentheses () are empty). We'll see the declaration and definition of other functions later, but for now we'll just define main.

## Initialising

The first line of code in main initialises the IntuitionBase variable using an assignment statement, =. The OpenLibrary call tries to open the Intuition library, and at least V36 of that library (i.e., OS2.0 or greater). If the library cannot be opened for reasons (e.g. the program is being run on an OS 1.3 machine), then OpenLibrary will return the special value NULL. If our program is to behave gracefully (and not crash!) in this circumstance, we must check the value now stored in IntuitionBase. We can call Intuition routines only if the value is not NULL, so the next piece of code is an if statement that performs exactly this check (I= can be read as 'is not equal to'). This is our first taste of the massively important topic of error checking – almost all library functions you call will need to be checked for errors, and your program needs to be able to cope with any errors in a reasonable way. For our simple example we will stop if the library can't be opened. A real program might want to tell the user about the error before terminating.

If the Intuition library was successfully opened then the program executes the following body of the if statement. The first source line is the comment Do something, and this is

where the guts of your program would begin. After the execution of this part of the program comes the cleanup: closing, releasing and deallocating any resources. In this simple example all we need to do is close the Intuition library. The program can then terminate safely. The way the Amiga OS works means that it is vital that your program handles the resources it uses properly. Failure to do so may deprive other programs from access to those things or leave a mess on the screen.

## Fresh air

Now that we've whizzed through a lot of the basics, we can open a window (and start to breathe normally). This next example, filename 'basics1.c' simply replaces the comment in the if block with some real code. Have a look at the other differences between this and the previous example.

What the new code does is to declare a local variable win within the if block. This variable will hold a pointer to an open window, described by a Window structure. This structure is defined in the intuition/intuition.h header file, so we've added an #include line for this near the beginning.

The most significant new bit is the call to OpenWindowTags. The first argument NULL says that we are going to specify the window using just the following tags. The first tag specifies the left position of the window as being 20. The item is WA\_Left and the data is 20. (The constants like WA\_Left are also defined in the intuition/intuition.h header file.) The next three tags should be self-explanatory, and we'll come back to the WA\_Flags and WA\_IDCMP. The constant TAG\_DONE is defined in the header file utility/tagitem.h, so once again we've added an #include line for this at the beginning.

Remember that we can't use a library function unless we've given a prototype for the function. In the case of OpenWindowTags we can do this by including the header file clib/intuition\_protos.h.

Now we begin to see a bit of symmetry: the win variable is error-checked and at the end of the if body is a call to CloseWindow to release the window resource. Compare this structure with that used for opening the library.

## Closing the window

The last interesting line is the call to WaitPort (from the Exec library). All this does is wait for the window's close gadget to be clicked. The WA\_Flags tag specified that the window will have a close gadget, and the WA\_IDCMP value specified that the program will be told when the user clicks on this gadget (via functions

## Prototypes

Because C has a strict type system you need to give a prototype (or a definition) for a function before you can make use of it. A prototype states the name of the function, the types of its arguments and result. Armed with this information, the compiler can spot some of the more obvious mistakes in your programs, so it's well worth the effort.

like WaitPort). These three things together mean that the window will be displayed until the user clicks the close gadget and then the program will terminate.

## Hello World, again

OK, so we've actually got a window to open now, and it's under the user's control. We'll finish off this tutorial by referring back to the beginning, and greet everyone with a message in the window. The example's filename is 'basics2.c' – it's on the CUI Amiga coverdisc.

It should be pretty obvious to you what's happening. We need to use some functions from the Graphics library to do the drawing, so we need to open that library. Again, we use the same structure as for opening the Intuition library. The global variable for the library base is called GfxBase.

The interesting new code comes after the if check that tests that the window was opened. A local variable text is declared to hold the message string. The following line initialises it to be the greeting. Now things get a little more complicated. The call to SetAPen sets the A (or foreground) pen of the window's RastPort to be pen one. (This is the normal foreground pen, and zero is the normal background pen.) The Move call sets the current drawing position in the RastPort to be (10,60), which is measured from the top-left point of the window. And then finally the call to Text draws the message in the window (using the default font), starting at position (10,60). The remaining code is as before.

This fairly mundane example presents some opportunities for experimentation. Try changing the message, the pen number used in SetAPen, and the position in the Move. ■

Jason Hulse

## Next Month

You'll need to be well on top of all these examples before next month's part 2. Absolute beginners will probably need to spend a lot of time with a good book on C, but if you're a little more advanced you might be begging for more things to do. Something to bear in mind is that you can never know too much, and so reading more advanced books like 'C Traps and Pitfalls' by Koenig (Addison-Wesley) or 'Expert C Programming' by van der Linden (Prentice Hall) are a good idea. And don't forget that there's also a lot of sample code on this month's CD (e.g., all the examples from the ROM Kernel Reference Manual).

## RastPorts

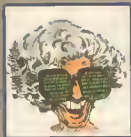
Drawing is generally done via a RastPort. Windows and screens both have a RastPort that you can use with the Graphics library functions to draw lines and text.

## Tag Lists

A tag is a pair of values, the tag item and the tag data. A tag list is just a list of tags, terminated by the special tag item TAG\_DONE. Any tags specified after TAG\_DONE will be ignored.







## Net God speaks

We haven't been rocked this month by the release of any ground breaking Net software but this summer looks like it's going to be a hot one all the same. Both Finele Development and Heege & Partner are squaring off to have their Java interpreters (MOca and Merapi, respectively) for the Amiga and Amiga web browsers ready for summertime release. What does that mean to you and me? Well, from what the companies are telling us, for serious users it means that you can run the Java version of Corel Office. The rest of us can all begin to take advantage of the numerous silly little Java additions people are making to their web site. But, assuming that what the industry pundits say is true, Java is the future (or at least, 'A' future) of software development, and since the explosion hasn't happened just yet, it looks like Amiga users will be perfectly poised to catch the goodies as they come.

# Surf's up!

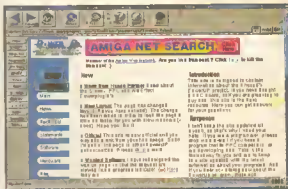
**Making waves this month: free classic Amiga game, World of Amiga goes online, a new Psion site and a PowerUp home page.**

### Free Amiga Game

Some classics never die. While many games fall into permanent obscurity when a publisher goes out of business, others get saved from the abyss by dedicated players and cool authors. Alternate Reality: The City, still considered by many to be the best RPG to date, has been made freeware by its original author, Philip Price. Datasoft, the publisher of AR, has been out of business for some time but Price retained the original rights to the game, and after years of searching, Price has been found and has made all versions of the game freely distributable. To pick up a copy of the Amiga version (because of its graphics and music thought the best by many), visit <http://www.parc.com/con/sem/Emulator/alt/>. The City's sequel, The Dungeon, was never ported beyond the 8-bit machines, but the Atari 8-bit and C-64 versions are available on this web site as well.

### Online WOA Report

If you didn't make it to the WOA show and you're looking to supplement CU Amiga's coverage, drop by Thomas Tevly's page at <http://homepage.cision.nl/~itavol/yatmosh/woa97.html>. Thomas is an Amiga writer who has done a number of excellent European Amiga show reports, and deserves a look. He brings out the



▲ All the latest events surrounding phase 5's PowerPC accelerator can now be accessed thanks to Anders Johansson. Regularly updated and stuffed to the gills with links.

highlights, and there's even a very abstract photo of CyberGraphX author Frank Marak.

### Reliable Psion Site

The rest of the computing world isn't lucky enough to have a supply of dedicated guys like Urban Mueller of Amnet and Kevin Hissal of the Amiga Web Directory to update their resources on a regular basis. If you're following up on one of CU Amiga's Psion features you may not be sure where to turn for online support and some Psion FTP and web sites are hopelessly out of date. But Steve Litchfield's 3Lib (<http://3lib.ukonline.co.uk>) is thorough and very regularly updated, including reviews of shareware and commercial products, links to shareware authors and other Psion resources. Once you've made your Amiga and Psion talk to each other you'll be amazed at the sort of things you can load onto that pocketful of productive fun.

### The PowerUp home page

Anders Johansson has taken it upon himself to gather old items of news and significant events surrounding phase 5's PowerPC

accelerator program PowerUp, turning it into a superb web site full of information, links and FAQs. PowerUp's home page can be found at

<http://www.powerup.base.org>. As of writing the top news was of the release of the PPC version of the Storm C compiler, PPC modules for Art Effect, Personal Paint PPC add-ons, Superview PPC libraries and news about Immagine 6.0 being PowerPC ready. Exciting stuff? You bet, get down to the PowerUp home page and add it to your book marks now.

### Haage's web site gets revamp

The German software developer/distributor, Haage and Partner, makes several high quality products such as Storm C, Art Effect and the forthcoming Tornado 3D rendering package. The web site is a little busy with lots of get x now! buttons and such forth. However there's lots of information, downloadable demos (even an Art Effect art gallery) and support material for the products Haage and Partner deal in. You can find the site at <http://www.haage-partner.com> definitely worth a visit.



# Wired World

It's one thing being on the Internet, it's quite another to find exactly what you want on it. This month we show you how.

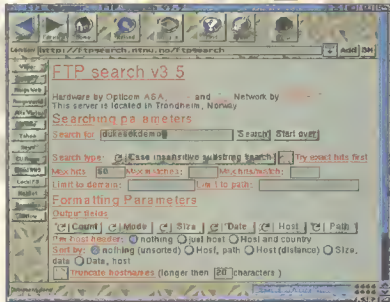


The Internet is big – really big. Think of something huge. The Internet will wrap around it like a toilet roll around a bemused puppy. The Internet's size however is also a problem. If you don't know how to search it properly, you may never find the specific fact you need because it's lost like a needle in a haystack of information. Imagine lying down on a cricket pitch, face down staring at the hairs on a blade of grass (or being depressed about the Australian slaughter in the England test, in my case). It's simple enough to believe that anything you want is out on the Net somewhere but you'll need some tools to help find what you're looking for. Naturally you're not alone either. Other people are looking for what interests them also. At any one stage there's probably a cricket ground (I refuse to say football pitch) full of people looking for the same thing as you, and using a 'Search Engine' is the only way that anyone is going to be successful.

There are several search engines, but only a handful of them are really any good so there's no reason to use a substandard one. We'll be recommending the best and showing just how to use them to the best effect.

## Search Engines

First of all, let's explain what a search engine does. The search page that you will access is in the front end of a massive database that the search engine has compiled. It doesn't actually go out and find what you want when you ask



▲ You can't leave FTP Search for finding a file. Of course you have an idea of the filename from the start but if you do, it's will usually turn up a site near by that's best.

it. It's far too big for that. Instead, it's constantly moving around the entire Web, downloading pages (not graphics) and compiling a massive database. The bit that does this is called a 'spider' and if you ever have access to the logs on your own home page, you will get a few hits from the odd search engine spider from time to time – it only happens if your page has a link from elsewhere of course, otherwise the spider won't know that it exists.

## AltaVista ahoy

First, let's try the AltaVista search engine. It's at <http://www.altavista.digital.com>. As is normal, there will be a 'form' style gadget to enter your search terms on. Pressing the Submit button will have AltaVista search its database and return a list of 'hits'. This doesn't take very long despite the incredible size of the database, as it has a few gigabytes of RAM on a DEC Alpha server. This makes

AltaVista the fastest and possibly the most intuitive to use. Try entering 'Amiga Magazine' – with quotes, into the search box. Surprise! CU Amiga is the first returned. The heading has come from the page heading, with a quick summary of the text and a link to the page.

Things get trickier if you want to find something a bit more specific. Let's say we want to find alien abduction in the UK. If we type 'ufo' into the search engine, it returns 161 741 hits. There are some interesting sites there but not what we're looking for. Time to narrow down the search. Firstly, if you use upper case AltaVista will become case sensitive. If you use lower case it will match any case. So generally speaking don't use upper case. What we need are some additional terms. Let's try 'alien abduction england'. Hmm, lots of sites but nothing specific to the UK. AltaVista isn't worried about using all of the



▲ Good old AltaVista telling us what we already know. Search for Amiga Magazine and get CU Amiga as No 1



▲ HotBot is a favorite search engine of mine. It consistently turns up top recent results – even though the keywords might be buried deep within a web page. What if it's not as quick as AltaVista, the end results are well worth the wait.

terms we specified in this case. What we need to do is tell it that England is important, especially since winning the cricket (bah) AltaVista uses the "+" symbol in this case. Enter 'alien abduction +england' and only hits with england will be returned. Turns out the top hit explains that cotton candy haired grey aliens followed a man from England to the USA and harassed his family. Top stuff.

AltaVista let's us use "+" to remove entries of a particular kind if they turn up and we don't particularly want them. If all of the terms are essential, use "+" in front of them all.

## HotBot

Let's look at another kind of search engine, Wired Magazine's HotBot, who, it will please you to know uses Amiga's to develop its site. HotBot defaults to searching for all of the words, as if you had placed "+" in front of all the terms. The interface is a little clunky but it's a superb search engine. You can use 'AND' and 'OR' on the search box if you want to ensure words occur or allow either/or occurrences. Notice that you can cycle the form gadget to match any word. A useful method is to find a page you really like, enter the URL and cycle the gadget to 'Links to this URL'. Try this with <http://www.cu-amiga.co.uk> in the search box. Great, we get all the pages found that have links to CU Amiga's home page!

## Deja News

Searching the Web isn't everything that search engines can do. One of the greatest resources must be that of <http://www.dejanews.com>. It works in the familiar way, however it searches Usenet newsgroups rather than the web. Tens of thousands of newsgroups full of people talking away about those topics. You can guess the wealth of information and opinion that can be found. Let's try something useful by entering 'amiga 1200 ethernet pcmcia uk'. Holy cow, the No.1 hit is a post by someone who says that Hydras Systems sell such a unit and they are based in the UK. Handy huh?

Now for a glimpse of the dark side, click on the chap's name rather than the article title. You'll get a list of all of the groups that this individual has posted into, scary. Deja News

has a very nice 'Power search' page which allows changing of the specifics of the search. One of the options, which is useful for all search engines, is to change the amount of hits per page and how verbose the listings of each hit are. Definitely worth a play with.

## FTP search

Next, suppose we're after a file? We can't find it via the Web, or perhaps we did but the site is incredibly slow. In this event we can use FTPsearch at <http://ftpsearch.ntnu.no/ftpsearch/>. Here's an example, I've gone to HotBot to find the Macintosh demo of Duke Nukem 3D for my Snapshooter. I found it by using 'macintosh "duke nukem" demo download'. Unfortunately the site was really slow so I aborted the down-

## Search engines

- <http://www.altavista.digital.com>
- <http://www.hotbot.com>
- <http://www.excite.com>
- <http://ftpsearch.ntnu.no/ftpsearch/>
- <http://www.dejanews.com>

load but I now knew the filename. Going to FTP search and using 'duke68kdemo', I found a site on an American university that was very fast and downloaded it direct by just simply clicking on it.

With all of these search engines, the techniques for finding what you want are the same. You'll pick most of them up by experimenting. Just remember to use terms that relate specifically to what you want, otherwise use multiple terms to narrow the results down further. Lastly, don't just look at the first hits. Sometimes the best results can be found further on down the list, perhaps a few pages in. Occasionally you will have to hunt through like this, using the back button on the browser to return to the hits and trying the next site and so on. Don't forget to put your favourite search engines in the fast links of your browser. All you need to do then is click on the buttons to go straight there. Hopefully you'll find what you are looking for and a lot more besides. ■

Mat Bettinson



▲ Here's a practical example of using Deja News. By using 'PCMCIA Ethernet "Amiga A1200" UK' we turned up a posting in a newsgroup with an address of someone in the UK that sells an A1200 PCMCIA Ethernet adapter. Halluhuh!



# Surf of the Month

You know how good a search engine is for finding something useful amongst the Web's lunatic ramblings - but just suppose you actually LIKE lunatic ramblings?

There was a book published about a decade ago by the Reverend Ian Stang of the Church of the SubGenius called *High Weirdness by Mail*. The theme of the book was that

the snake of merchants of the past hadn't gone, they were just peddling their wares by post. When the author wrote in the introduction that "The kooks are our future" he didn't realise how right he was. The future is here and the Internet is now the medium of choice for the world's wackiest. Welcome to the world of high weirdness by E-mail.

First port of call is the utterly brilliant **Worst of the Web** site. Buzz, Melvin and Chip, the hosts of this site, review the Web's strangest, ugliest and most bizarre sites. I found the **Harass Bob** homepage link to be the most impressive. The webmaster of this site decided to harass some guy called Bob for no particular reason. He seems to have dedicated a huge amount of time and energy to harassing Bob, and has crated some real works of art in the process. If this is your kind of humour you'll probably be pretty keen on the **David Hasselhoff is Antichrist** page. It's all really true. Just read this page and you too will become a believer.

Did you know that UFOs are the work of Satan? Check out the **Paranoid Conspiracy Cosmic Rapture** homepage. For a slightly less raveng view of the famous Martian face / funny rocks (take your pick) controversy **Cydonia.org** has a few good pics and a lot of good links.

Kookfens should check out the brilliant **Kooks Museum**. Go there and visit such wonders as the Library of Questionable Scholarship, Conspiracy Corridor and the Monuments to Kookdom. As we are all Amiga

users, why not combine your interests and visit **Squid's Amiga page** - unsolved mysteries wherein you can find the secrets about Commodore and plenty more about UFOs monsters and earth mysteries.

No round up of the weird and kooky can miss out on the old favourite, conspiracy theories. The oldest on-line conspiracy has to be the infamous **Illuminati** who claim to date back to the last days of Atlantis. Not a busy site, but it contains links to some other famous world domination conspiracies such as the **Trilateral Commission** and **Microsoft**. The great enemies of the Illuminati are the **Discordians** who can be found at the **House of the Techno-Discordians**. Discordianism is the only religion in the world which hands out official pope cards, but this site must be considered dubious due to the org domain which surely no self respecting Discordian would want. Here you can read all about Emperor Norton, the one and only **Emperor of the United States**. Although entirely self proclaimed, he got to eat for free in all the best San Francisco restaurants, had his proclamations published in the papers and made his own widely accepted bank notes, which all just goes to show that how ever mad an Englishman may be, he's probably far saner than most of American society. There are certain persons who have become almost gods to lovers of the

weird. Timothy Leary was the doctor who told 60's students to turn on, tune in and drop out. In the 90's he wanted everyone to boot up, dial in and log on. Check out **Tim Leary's home page** and guess what? You can take a tour of his home. The good Doctor died earlier this year and had his ashes launched into space, higher than even he had been before. Robert

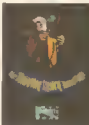
**Worst of the Web**

1. **Worst of the Web** - with 1. Worst of the Web, as in quality, condition, or effort. 2. Worst of the Web, as in quantity. 3. **Part of the Web** - as in the worst of the Web, as in quantity, or quality. 4. **See** [www.worstoftheweb.com](http://www.worstoftheweb.com)

Enhance    Access    About    To Us

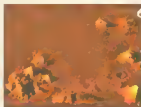
1000000    1000000    1000000    1000000

Worst of the Web is a part of the Web, as in quality, condition, or effort. 2. Worst of the Web, as in quantity, or quality. 3. Part of the Web - as in the worst of the Web, as in quantity, or quality. 4. See [www.worstoftheweb.com](http://www.worstoftheweb.com)



Anton Wilson, rumoured leader of the Illuminati, extols his own brand of mind expanding philosophy at **The Robert Anton Wilson Homepage**. Finally, there is J.R. "Bob" Dobbs, who is either a '50s door to door salesman or the wisest Guru in history. He is the spiritual leader of the **Church of the SubGenius** whose web site is one of the strangest and kookiest sites on the whole 'net. Having come full circle, I leave you with this simple warning - don't look too hard - it's bad for the sanity. ■

Andrew Korn



## Those sites in full

Worst of the Web <http://www.worstoftheweb.com> Harass Bob <http://www.0432.com/~c10k0/bobweb.htm> Kookfens <http://www.kookfens.com> Hasselhoff <http://www.101direct.com/~hasselhoff/daywatch.html> Paranoid Conspiracy <http://www.at.net/~watcher/Cosmic.htm> Cydonia.org <http://www.cydonia.org/> Kooks Museum <http://www.teleport.com/~kooks/Kooks.html> Illuminati <http://www.illuminati.org> Techno-Discordians <http://www.discordians.org/> Tim Leary <http://leary.com/biography.htm> SubGenius <http://www.subgenius.com> Principia Discordia <http://128.2.19.107/Election/principia-discordia.txt> Amiga Squid [http://osare.compassworks.com/~squid/amiga/amiga\\_unsolved](http://osare.compassworks.com/~squid/amiga/amiga_unsolved)



# Desktop Publishing

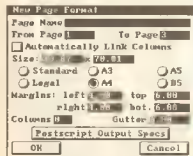
Last month we showed you how to get started with this excellent application given sws frss with Mey's CU. Now it's time to really get down to some serious page designing...

**A**fter last month's gentle walk through Professional Page's more basic features, we should now have enough momentum to try out the program's more powerful functions. The basis for this month's tutorial is what is known as a DPS or double page spread. Open any magazine and you'll see some left and right pages, forming what is known as a spread: a left and right page that join to appear as one big one.

To create a DPS in ProPage, you first need to create at least three pages, with pages two and three forming the DPS. Page one would be a single right hand page and two and three would form the DPS. Before you can see a DPS in ProPage however, tick the Facing Pages item in the Preferences menu.

One of the advantages of having Facing Pages turned on is that you can now place a picture (or text) right across two pages as you can see in our example (right). This is particularly useful if you have a printer that can print to the edges of the page. If you don't, you'll be left with a white gutter around each page. Remove them by simply trimming the white bits off after printing.

After placing a picture across both pages, let me now highlight some of the other interesting things you will find on our DPS.



▲ To make a double page spread (DPS), you need to create at least 3 pages so that pages 2 and 3 form the spread.

## Professional Page 4.1



▲ Great looking layouts like this are dead simple in Professional Page. Good on to see how you could create one like this.

### Step 1

Starting in the top left hand corner, you will notice the headline for the page. This is made up of a picture (the large Z) and some text which is made up of two elements. A top layer in red and then a grey shadow piece below it to help lift the red piece of text off the page.

The pieces of text are arranged in layers

using the two icons which sit directly below the Page Position gadget in the centre of the toolbar. These icons let you bring active elements to the front or send them to the back.

Drop shadows on headings etc, are all the rage in publishing these days and simple ones like these here are easy to do in ProPage. If however you want to create soft shadows with feathered edges, then you will need a package like DrawStudio or ImageFX.

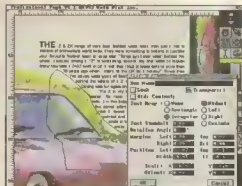


▲ Mix graphics and text, or, make drop shadows by manually making a clone of the text and send it behind the original.

### Step 2

I now want you to take a look at the text on the right hand side of the DPS example. As you can see above, text runs around the main image. It's a simple effect to do, once you know how. Start off by using the free hand tool to draw around the edges of the main image. The trick in creating this line is to make sure that the line weight for the freehand shape is set to None (Draw menu). This means the line will disappear from view and will only be visible if you turn Wireframe mode on. Even though no line weight has been set, it will still force the text to rewrap and cause it to reflow alongside the line you drew.





▲ Text flows around an image by using the freeshape tool to create a shape like this. To make the line invisible, give the shape a line weight of None.



▲ To see colour pages, choose Screenmode and select 256 colours. For two facing pages, choose Facing Page Layout.

The final task in getting the text to follow the shape of the freeshape line is to double click on the freeshape line to bring up the Active Box requester. In here, click on the Irregular button so that any text placed over this box runs around the freeshape line.

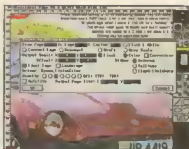
This trick can be used to shape text into recognisable images like one of a phone, or even the silhouette shape of a car like the one featured here. This type of task is covered in the tutorial book available for ProPage.

### Step 3

While still on the right hand side of the page,



▲ Text images as above, can have a frame around the image but remember: create the margin as you see one both your live and image together and make sure that Transparency is turned off so the image behind doesn't show through any of the margin created.



▲ To print a colour layout like this, select Colour and to get it to print in the right place on your pages, experiment using different attributes in the Output Offset text gadgets.

you will notice a picture of a car pointing down the page. This was rotated by double clicking on the picture to bring up the Active Box requester. In here is a text gadget with the label Rotation Gadget next to it. Use this to rotate objects by one degree increments. You can also rotate objects by holding down the Ctrl key and using the Null Pointer to drag a handle around to the angle required.

### Step 4

Let's now move around to the bottom left hand side of the DPS. Here we see two small 'inserts', images that are placed over the top of a main image. There is also some text (notice the drop shadow again) but let's ignore the text and concentrate on the two insets.

There are a number of points worth noting here. In both images, I have used a genre (genres were supplied on the CD version of this program), called Fit Bitmap to Box to make sure that the image fills the box, a fiddly task to do manually. With the bitmap filling the box, you can choose to have no frame around it (the top most inset image) or to add a frame like the yellow one.

Start by double clicking on the box containing your image. Make sure the check box next to the label Box Frame is black to signify it is selected. Turn off Transparency by making that box gray/white.

Now click the pointer in the Left text gadget opposite the label Margins. Enter into the Left text gadget a small unit of measurement. I work in picas and entered 0.04 which is equivalent to 4 points.



▲ If importing a graphic, hold down the Shift key when pressing Right Amiga-G to choose the filter you require.



▲ If you want to make ProPage even more powerful than it already is, you need the TG or so Affix Genies available from with manuals bought from LE Publishing.

slant to 4 points, the thickness of the line I'm going to add to this box. I work in picas and points because text and line weights are measured in points.

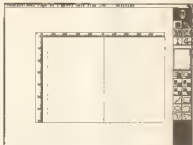
Enter the same figures (0.04 or equivalent) in the Top, Right and Bottom text gadgets for Margins. When finished, click OK.

Now choose from the Draw/Line Weight menu item, a line weight of four points. To change the line's colour, choose Line Colour from the Draw menu. A neat trick here, is to enter a larger margin than the line weight and make sure transparency is off for that box. This results in a piece of white space around the line, useful when you need to make sure inset images stand out from the background.

To change the unit of measurement, go to Preferences/Layout Tools where you can choose between Inches, Millimetres and Picas. As a matter of interest, there are six picas to one inch and 12 points to one pica. There is a game available that will convert between units.

And that's it for this month's tutorial, but do remember that there's no real substitute for practice making perfect. And don't be afraid to try just throwing some pages together. You might be surprised at what you can do. ■

Larry Hickmott



▲ Here's a DPS or double page spread. In ProPage you can edit elements on both pages as you view them.

### Next Month:

After reading this month's tutorial, you should now have an excellent grip of how to use this program. With just a little practice now, you should be able to produce fairly professional results. Next month, we'll be taking the next big step by firstly looking at text formatting and then introducing some professional user tips for this great package.

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# HOW TO CREATE TOP CLASS AMIGA GAMES WITH YOUR MOUSE!

Have you ever dreamed of creating your very own Public Domain or Commercial software products without having to program?

**Well now it is no longer a dream - it's REALITY!**

**REALITY - THE ULTIMATE SOFTWARE CONSTRUCTION KIT** is a REVOLUTIONARY new product from B.P.M. Promotions, a company involved in the AMIGA software market for over five years. This product is a BREAKTHROUGH in software design and allows anyone with an AMIGA computer, regardless of their age or intelligence, to create both Public Domain and Commercial software products in virtually no time at all using nothing more than their computer's mouse! It can be used to create games, demos, educational software etc, much much faster and easier than ever before throughout the history of computer REALITY is like nothing you've ever seen before on the AMIGA. Now for the first time you can access the awesome power of your computer with bewildering ease and use it to create TOP CLASS AMIGA software in few days by doing nothing more than clicking the buttons on your mouse or moving the mouse cursor around the screen - that's it! It's so easy you will not believe it! No programming is required whatsoever!

Here is a small example of what you can achieve in minutes with Reality by using nothing more than your Amiga's mouse:

- Create HUGE fully detailed scenery back grounds for your games using the background creation editors!
- Make your games main character shoot all sorts of different weapons each with different power values!
- Define monster attack patterns and choose from the HUGE amount of already made variations!
- Create intelligent enemies that home in on your main character!
- Add text messages to the software with hundreds of different styles of text fonts to choose from!
- Create SUPER intelligent GIANT mid level and end of level monsters just like the very best commercial games!
- Produce scenery that your main character reacts to - Ladders, Ropes, Platforms, Traps, Switches etc etc!
- Define complex puzzles to make your games much more interesting!
- Make other games characters that your main character can interact and communicate with!
- Select and define all sorts of weapons, bonuses and objects that your main character can collect and use!
- Create characters that have to fight each other in a best 'em' up - STREETFIGHTER II style!
- Produce ALL sorts of demo effects from groovy text scrolls to on screen 3D rotation just like the very best PD demo!
- Create Educational software from a simple slideshow to a full blown disk magazine!
- Add graphics, music and sound effects to your software with ease!

**THE LIST IS ENORMOUS!!! - Test your software** in seconds to see if everything is working the way that you want it to! There's no need for any slow compiling or testing like certain other packages!

REALITY can be used to create many types of different software products! It's ideal for TOP notch games! Create HIGH speed shoot 'em' ups, Addictive scrolling platform games, Beat 'em' ups, Point and Click Graphic Adventures, HUGO Arcade games, Puzzle games, Racing games, Card games and much much more! Even create your own mind-blowing special effects demos or user friendly Educational software! Just look at the screenshots in this advertisement and see just what this system is really capable of!

Over four man years of work has gone into the development of this software!

**The result is:**  
**A STATE OF THE ART SOFTWARE CREATION SYSTEM!**  
It's versatile - it's easy to use - it's incredibly fast - it's the biggest ever breakthrough in Amiga software creation and has already been used to create twenty commercial games and a multitude of PD software!

If you can use an AMIGA you can use REALITY! All the hard work has been done for you! You will once complicated programming routines reduced to simple mouse actions that anyone can understand! That's the hidden power of REALITY! Absolutely no knowledge of programming is required whatsoever! Reality is unique! It is a completely new way of creating software!  
**MORE THAN TEN 80% SCORES HAVE BEEN AWARDED TO REALITY SO FAR FROM MANY DIFFERENT AREAS OF THE AMIGA COMMUNITY!**

## What you get!

The very latest version of the REALITY software construction kit which incorporates a whole bunch of useful and essential utilities. These include an Animation and Sound Studio, a Graphics toolkit, a Background creation system, a FULL blown paint package, Text editing and disk utilities plus much much more! You'll also receive a fully detailed user friendly instruction guide and a handy hints and tips guide! Two further guides that will show you how to make two full blown games from scratch! Two full blown commercial games that have been created using REALITY for you to adapt and learn from! Issue one of the REALITY USER CLUB disk magazine! Two packed disks full of sound effects, music tracks and a MASSIVE amount of graphic images that can be used in your own software! These include characters, enemies, weapons, bonuses, scenery, fonts and MUCH MUCH MORE!! You get everything you need for creating your own full blown top quality software with ease!

## You'll also get FREE membership to the Reality User Club!

This will provide you with a phone helpline, a penpal list allowing you to contact and work with the already MASSIVE REALITY userbase from around the globe! You will also have access to a HUGE range of software that has been created using the REALITY system and 1000's of graphic images, sound effects and music tracks which you can use with your own software! We are willing to publish any software that you create using REALITY or if you wish you can have other companies publish your work! The REALITY user club can supply you with ALL the graphics, music, sound effects and ideas that you need to create superb software with this system! ALL the hard work has been done for you!

## So what do you have to pay for this totally amazing system?

Only £29.99! This product is worth many times this price and only due to forecasted large sales, low cost advertising and direct sales to the customer are we able to offer it at this unbeatable price! By creating only one piece of software you should get your money back many many times over! How much software do you wish to create? What more can we say other than you would be crazy not to take up this very special offer! Creating software is much more interesting than using it, and REALITY is the perfect tool! Please note that the REALITY package is compatible with ALL AMIGA computers and is hard disk installable!

Screenshots of games created with REALITY



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## Logos, meanings and mysteries:



CD32 queries, ParvET and various other CD-ROM-related problems.



All about upgrading RAM, operating systems and processors.



Plug-in hardware of any kind: scanners, disk drives etc.



Answers to queries on particular pieces of software.



Music, sampling, MIDI and anything that makes a loud noise.



Miscellaneous tools to keep your Amiga running smoothly



Form-feeds, page-breaks, preferences and lots, lots more!



Monitors, TVs, modulators, screen-modes and all that stuff.



Pixels, sprites, animation, pictures. In one small word: graphics



Spreadsheets, databases, organisers, accounts ...



Everything you need answering about the Internet



Not everything fits into a pigeonhole, but anything you like fits in here.



**It doesn't matter how good you might think you are, there's always a good reason to share a technical problem. We're here to help you but remember to help us - by telling us as much as possible about your system.**

## CD. Music. Punctuation.



Like the magazine. Buy it. Especially with the CD Bought! CUCD7? Thought I'd drag the "Sounds" icon

over to a spare work partition. I could work through it from there. I've learned my lesson. Some great PD software eh?

Wish I'd known. This innocuous little icon. Contained almost the entire CD.

After about 120 seconds loading. I feared that the hard drive was in melt down. Chickened out. Tried rebooting.

Unfortunately this left the partition completely full at 250Mb. Unable to complete a checksum. Only way out was to reformat. Can you imagine what would have happened if I'd put the icon into my current work partition?

Bought CUCD10. Still looking for software to play music CDs. Loaded the CD up. Icons. Icons. Everywhere. But alas they were all empty. Tried everything. Lesson here is commercial CDs boot every time. And. Could you give some idea of file size. On the CDs "sounds X.meg"

And finally, CD music software. Everyone says, Oh! I got x to play OK. Well. Every piece that I found had volume disabled or removed. In the end I wrote to a guy in Norway. Interplay Pty I couldn't get it in the UK.

All the best with a great mag

**Andy, no address given.**

The sound drawer on CUCD7 was 45Mb. This is pretty normal for a directory on our CDs, and they can get a lot bigger. This is the beauty of CDs. Most people browse through the files on the CD and take just what they want. If you use DOS or similar, it is very easy to check how big things are before copying.

There is actually no danger in filling your hard drive, you should have just let it happen and then deleted the excess. The danger is in

switching your machine off while it is writing to the hard drive. Although a program like Quarterback Tools (given away last month) can often fix it, it is something to be avoided.

As for CUCD audio software, there is some on pretty much every CUCD. AMICDF52 comes with same - check out the CD-ROM drawer.

As for CUCD10 having nothing but icons, actually it has plenty. Unfortunately a bug in the old Commodore file system used on CD32s and Squirrels means that they are unable to read it. If anyone still hasn't got a replacement from us, just send your CD (not the case) to our normal address and mark the envelope "CD10 fixdisk".

## He's back!



I have owned an A500 for seven years now, and up until about two years ago used it regularly. I have

now decided to get back into compiling and would like to buy another Amiga. As I have not been keeping up to date with either the Amiga or computing in general, I would like to ask you a few questions.

1. What sort of set up would you recommend? I am looking at using the machine for music applications, possibly involving MIDI. Would PC/Mac emulation be realistically possible?
2. Would my best bet be to pick up a big box machine such as a second hand A1500 and upgrade that or a second hand A1200 and build a tower as you have been showing in recent months?
3. If I had my system, complete with peripherals, up and running by, let's say, the end of the year, would it soon become obsolete?
4. Finally, what are "Siemens systems" and are they any good?

**Adam Webb, Kent**

An A1200 system with a MIDI module, a decent '630 accelerator with some extra memory and a hard drive will give you a very nice system

which will run quickly and smoothly and won't cost too much. If you want to spend a bit more, a big box machine with Zorro slots will allow you to buy a sound card, giving you CD quality 16-bit sound. Make sure you pick up our March 1997 back issue, in which we gave away OctaMED SoundStudio, the best Amiga music package available. You can use this to produce direct to disk mastering on your hard drive, but remember that at CD quality output you'll need about 600Mb spare space on your hard drive per hour of recording. A CD-ROM writer can be bought for a few hundred pounds which will allow this to be burnt onto CDs. Emulating PCs is slow, but Mac emulation works very well indeed. An Amiga will emulate a Mac of equivalent specification perfectly except for the display. Four colours is about your limit to avoid slowdown, although look out for a review of the Graffiti graphics adaptor very soon - this promises to solve this problem.

2. The A1200 set up will be a little more compatible with modern software. An old style big box Amiga can be an inexpensive and excellent set up if you intend to use your machine specifically for music.
3. The system would be very expendable, especially if you go the A1200 tower route. No computer has suffered less from premature obsolescence than the Amiga.
4. Read the review last issue! Basically they allow an Amiga and a PC to work in very close harmony, sharing resources and hardware, and they are quite brilliant.

## Citizen K



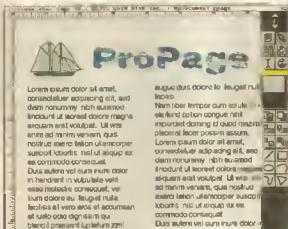
I am hoping you can help me with my Citizen 1200+ printer which I want to use with my A500. The

problem is that I cannot locate any printer driver software to get the thing to print.

I cannot locate an address for the manufacturer, and no one that I talk to seems to be able to offer me any advice or help.

I can't believe that this has





▲ Using the manufacturer's print drivers is not always the best option – but it certainly is in the case of the Citizen 1200+ printer.

proved to be so difficult a problem. Please help.

Tracey Keenan, North London.

Actually, you do have a printer driver for it. The Citizen 1200+ can be run in two different modes, IBM printer and EpsonX mode. Drivers for these two can be found on your Workbench extras disk.

However it is well worth giving a call to your local PD library and getting them to tell you the Citizen Print drivers disk. This was released for free by Citizen some time ago and directly supports the 1200+. You will find that using it improves the quality of output no end. Try Classic Amiga PD on 0161 723 1638.

## Upgrade mania



I am now the proud owner of an A1200 basic set up. I hope to upgrade it soon. Can you advise?

1. What is the minimum hard drive you need?
2. What is the cheapest accelerator you recommend?
3. What are your personal favourites in AGA games?
4. If I connect a CD32 to my A1200 can I save from it to my A1200 floppy drive or hard drive if I fit one?
5. Will I need extra memory?
6. Are there any Amiga clones for the following PC titles – Microsoft Works, Microsoft Creative Writer, Microsoft Greetings Workshop, Plan It Letters, Partition Magic 3.0 and finally, More RAM More Speed by Hurricane?

Mr F R Parker, Birmingham.

1. Depends on your usage – writing text requires a lot less space than rendering large 3D animations. Basic minimum is probably 340Mb – smaller drives cost little less anyway – but with hard drives you can have too little but never, ever too much!
2. Given that the excellent Blizzard MkIV 50MHz '030 is down to just over £100 it's getting hard to recommend anything cheaper.
3. XTR, SWOS, Worms DC, Trapped. See our '50 Best Amiga Games Ever' feature in the April issue.
4. Yes. If you have a CD32 already then fine, otherwise you're better off buying a proper CD-ROM drive.
5. Very advisable. Your accelerator will either come with some or take industry standard memory SIMMs.
6. Wardworth Office 6 is a good place to start. You might also want a DTP package such as ProPage 4.1 which we gave away with the June issue. Hard drive partitioning software is not a problem for the Amiga – you'll probably get some with your hard drive, otherwise check out RDPrep. We aren't sure what More RAM More Speed is, but if it's some kind of RAM doubler you probably won't need one, as Amigas are a lot more memory efficient than PCs.

## Giving hard drives the boot



Whilst in the process of converting to a tower system I've acquired a larger hard drive.

Western Digital 850 Mb. With the aid of the Workbench 3 hard drive install disk, I managed to prep, format and partition the disk and successfully copied the contents

## Tech Tips

### CD-ROM drives and mountfiles

Everyone is going CD, and mountfiles seem to be causing the most difficulty to readers installing CD file systems. Squirrel users should find this useful too, their filesystem needs updating too, as anyone who had problems with CUDDIO knows.

The mountfile is a textfile, in this case usually called CD0, which tells the mount command the details of a connected drive. This can be a Zip, CD-ROM drive, even a recoverable RAM disk. The two things you are most likely to have to change are the unit number and the device. In some file systems these are set up in tooltypes in the icon and can easily be changed through Workbench. In others you have to edit the mountlist itself. Load the file into a text editor such as CygnusEd, overwrite the relevant lines, save the file back and you are done.

Unit number will be 1 for an IDE drive device, for a SCSI device such as one connected via the Squirrel – it should match the number dialled at jumpered on the back of the drive, and should be different to that assigned to any other device. The device field should, confusingly, read SCSI:device for most IDE mountfiles, but the mountfile that comes with the filesystem should already have this set.

### Squirrel users

Squirrels can have the CD drive set up in two possible ways. One is as a CD32 compatible format, in which case the device name is cd:device and a unit number of 0. If you require this it is probably better to keep this software installed and install the new file system as an optional CD1: which you can mount if necessary. Non CD32 set-ups use the device Squirrel:SCSI:device, and the unit number 3 seems to be fairly common but do check.

When you are installing a new CD file system, there are a couple of precautions worth taking. It is a good idea to put the new CD0 mountfile in Dvts, not Dvts/dosdrivers. This way it will not interfere with your old system if it goes wrong. Move your old CD0 into storage. Then reboot your system so the old CD0 isn't mounted. You can now try out your mountlist by opening a shell and typing in "mount dev:cd0" and if your system hangs, you can just reboot and it will go away. Once it is working to your satisfaction you can put it in Dvts/dosdrivers and it will mount on bootup.

of my smaller hard disk to it. Then the hard drive would not boot up. A friend suggested breaking the lead to pin 1 which, in desperation, I did. The drive still does not cold boot, but using a warm boot immediately after it does.

Is there anything I can do to enable the drive to boot from cold, and what is the reason for the fail? Why should eliminating

pin 1 enable warm booting? Finally, do you consider it safe to continue using the new drive in this manner?

DD Green, Huntingdon

Unfortunately, because some Amigas start booting very quickly, slow hard drives can be caught out. They are too slow to spin up after power up or



▲ You may have transferred everything into a big box but if you have an old, slow hard drive, the Amiga just won't boot up right away. See 'Giving Hard Drives the Boot'.

reset. Pin 1 carries the reset signal, and cutting it means that the hard drive isn't going to spin up every warm reset. It is perfectly safe to run your hard drive in this fashion.

Solving the power up from warm reset problem is a little trickier. The simple solution is just to power up and then almost immediately to a warm reset, but there are alternatives. It can be done electronically, although this isn't a simple operation, and we wouldn't recommend it. The simple answer is to switch on and reboot straight away. This isn't much of a pain if you have a reset button on your tower. We'll show you how it is done in the near future.

For anyone with a similar problem who doesn't fancy chopping up their IDE cables, there is a program on the Amint called *AI200\_HDFpatch.lha* (13k) which claims to solve these sorts of warm reset problems.

## Sorry!



Reading through your other magazines, I feel the time has come to invest in CD-ROM and allow the family to use what appears to be the future of software. I can buy what I need from Eyetech but I was hoping that I might be able to use my son's perfectly useable Philips CDI. How can I do this?

R. Geod, Nuneston.

Oh dear, I guess we can't help everyone. The fact is that there simply doesn't seem to be any practical way of doing this. CD32s aren't a problem because there are networking software CDs to do the work for you. There is as far as we can find no

software / hardware for a CDI to Amiga link. If any readers know otherwise, please let us know!

## Broken games and registration



1. Because of the rarity of new RPG and adventure games for my A1200 I am constantly searching for games made for the A500 to bolster my stock of games. I am house bound and get a lot of entertainment out of my Amigas, but many of these older titles just don't seem to work on my A1200, even if I use a degrader. Should I buy an A500 or is there some other alternative?

2. I have come across many utilities and software via Amint and other CD-ROMs which are 'unregistered' shareware, and these programs are often disabled in some form. I know the author wants (and indeed should have) support and payment for his/her work, but the address is usually in Europe and they ask for payment in Dollars, Deutschmarks or Francs.

I'm sure there are many users who are quite willing to register and pay the fee but give up once they see the details. How does one deal with this?

A.E. Perryman, Northumberland.

1. First off the good news. There are a lot of new adventure / RPG titles in the works. You should find plenty to keep you amused over the next year! Getting older games to work can be tricky... Relinkick 1.4a is, we believe, the current top degrader, but ask your favourite PD library about

game patches - sometimes there are patches to get a specific program to work. If no degrader works however, it may be that you are running into problems with the floppy. Escom fitted A1200s with floppy drives that didn't like some older disks. You can have the internal floppy replaced, but on the other hand I've seen a second hand 1Mb A500s for under £50. 2. A good argument for the introduction of Euros? Shareware authors are rarely reluctant to take your money, and will usually be happy to take pounds sterling to a similar value. Drop them a note and ask, and tell them to quote a sterling price in the future! You can actually buy foreign notes from any high street bank, although charging currency will probably cost a couple of quid. The best option, especially if you use a lot of shareware, is to phone your bank and ask them to issue eurocheques to you. These work just like standard cheques but can be written in European currencies. Remember never to send coins!

## A2000 relic?



I am somewhat of a dolt whenever it comes to computers etc, but I am willing to learn. I own an Amiga 2000 with a Quantum 3.5" hard drive and W82 05 salvaged from an A500. My monitor is a colour Commodore 1084s and I've plugged some active speakers into that. I'm only interested in trying to make music (cheers for OctaMED SoundStudio, well good, it will get used) and I can play with Ppaint and DTP software all day. So, you may ask what's the problem?

I notice that there's a distinct lack of references to the 2000. Is this because the 2000, like me, is becoming a relic of days gone by? If, in fact, it isn't, it is worth upgrading, and how would I go about this? I've been told to chuck it out the window and get an A1200, something about the AGA chipset

Also, my three eldest children all have Amigas in their rooms, an A500 basic, an A500 with a RAM board and one A600. Could all three be patched to the A2000 so we have our own little Intamnet?

R.J. Stewart, Hatfield.

The fact that the A2000 has expansion slots (Zorro slots) means that it is a lot less of a relic than your children's old A500s, and can be expanded into a mean, lean modern machine that almost every A1200 owner will envy.

AGA is the standard, and a good thing, if you don't to play lots of games, but doesn't come close to the quality and screen size you can get out of a graphics card. Your monitor won't give you the best out of a graphics card, but if you match one with an SAGA PC type monitor you can have flicker free screens with thousands of colours at four times the resolution your Amiga can currently display.

Processor power is yet another priority - how about a Blizzard 2604 Powerboard, due for release around the time you read this? It represents the most up-to-date technology in the Amiga market, performing as speeds a Pentium user can only dream of. Then there is the CD-ROM route - easy, cheap and gives you access to huge quantities of great software at give-away prices. On top of that you can play in CD quality sound cards, SCSI connectors, video loaders for professional computer graphics... the list goes on. Some of the most serious 'power' users out there have A2000s. Still worried it is a relic?

The easiest option for setting up your intranet, would be to use a Parallel or serial network. These are cable link-ups, which aren't amazingly fast but are very easy. Depending on how far you want to take it, you could get yourself a multi 10 card for the A2000 and then have all the other computers permanently connected to each other, the A2000 operating as a 'server'. Phone Epic marketing on 0500 131486 for Parrot software & cable.

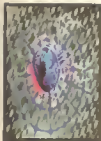
## How to write to Q&A...

You can send your technical problems (or answers - Et) to CU Amiga by the following means:

By letter to Q&A, CU Amiga Magazine, 37-39 Millharbour, Isle of Dogs, London E14 6TJ or Telex Tips at the same address. E-mail: q+a@cu-amiga.co.uk or telex@cu-amiga.co.uk

We can accept letters or text files on floppy disk.

PLEASE DO NOT SEND SAEs. We regret that we cannot respond to queries directly, by post or over the phone, only through the pages of the magazine. We appreciate that some queries need quick answers, but we simply do not have the time to answer every query we get. SAEs go straight in the bin, so please save your stamps!



# FAQ

## Frequently Asked Questions

### The Internet: a load or hype, or a genuinely useful resource?

**■ Q. This Internet thing then: what's it all about?**

**■ A.** The Internet is a global network of various smaller networks. All the networks are connected together using a standard communications protocol called TCP/IP. All this means is that you can link any computer which understands this protocol to any other computer

**■ Q. What could I do with it?**

**■ A.** Once on-line, you can use E-mail for sending messages and files), Usenet news (for chatting or taking part in discussion groups), IRC (for any real-time text-based chatting) and the World Wide Web (for information). You can download the latest free software to your computer, chat with other Amiga owners and even check out anything from local weather forecasts and cinema listings to the latest images from NASA's Space Shuttle. You can even get details on Open University courses

**■ Q. How do I start?**

**■ A.** You need a modem, suitable software (commercial or freely distributable), and an account with an Internet Service Provider (ISP). Last month we organised a complete Internet solution with software and an Amiga specific ISP. If you missed out last month, then just give Wrenet a call on 01925 496482.

**■ Q. What sort of modem should I get?**

**■ A.** Make sure you get a

modem which operates at speeds of at least 28,800 bps. Modems are going through an upgrade frenzy right now and most are available in 33 600 bps flavours, and upgradable to 56K speeds. There are competing 56K standards meaning that not all ISPs will support them. These benefit greatly from a faster serial port like the HiSoft Whippet or Eyeteck Port Plus Jr reviewed on page 60

**■ Q. Can I go faster than 33,600bps?**

**■ A.** Yes, either with a 56K modem or by using ISDN. 56K modems are close to 54K ISDN for downloading but upload at 33600bps. Wrenet, the Amiga specific ISP we struck a deal with last month, supports the 'X2' and K56Flex standard, a recommended choice. ISDN is expensive and quite complex. We'll be covering this next month. Another interesting development is the promise of high-speed cable modems. More on that when they appear

**■ Q. What is it all likely to cost me?**

**■ A.** After the initial cost of the hardware (modem-£100, and a hard drive for the Amiga) there is a monthly fee to the ISP of about £10 a month plus the normal quarterly telephone bill. You can make it all less painful by trying the NetConnect pack from Active Software (tel 01325 352260)

**■ Q. Can I shop using the Internet?**

**■ A.** You can already order

goods in the same way as you would by telephone just by supplying your credit card details. The supplier will debit your account and dispatch the goodies the same day. Try to make sure you use an Amiga web browser with security functions such as iBrowse or Voyager.

**■ Q. What about games?**

**■ A.** There are plenty of on-line games to join in: from multi-player adventures and strategy games to single player demos. Playing on-line Intamats games is a great way to meet people and make new friends (and enemies!).

**■ Q. I tried an ISP and they said they didn't support the Amiga, what should I do?**

**■ A.** Try another ISP who knows something about the Amiga, like Wrenet 01925 496482. If you are technically minded, you can connect to almost any ISP anyway, but it's probably best to get one that can offer technical support for the Amiga

**■ Q. What's the difference between Internet and CompuServe?**

**■ A.** CompuServe offers its own dial-up service and has its own facilities - accessible only by CompuServe members. However, the popularity of the Internet means CompuServe is now connected too, so you can enjoy E-mail from non-CompuServe users and browse the Web

**■ Q. Does Netscape Navigator or Internet Explorer run on Amigas?**

**■ A.** No, there are no native

Amiga versions of these programs. Browsers that are currently popular with both PC and Mac users. Naturally enough though, the Amiga has its own browsers, which we compare this issue. See the Battle of the Browsers head-to-head review on page 50.

**■ Q. Can I use an Apple Mac emulator?**

**■ A.** Yes. If you really must run programs such as Netscape, it's possible to run it on an Apple Mac emulator such as ShepeShifter. For best results though you will need lots of memory (8Mb or more), a faster processor (68030 or more) and a graphics card. In most cases, the native Amiga version is faster, more stable and generally a better bet. The latest Amiga browsers are very good

**■ Q. Be honest: is it all hype or should I try it?**

**■ A.** Yes, there is a lot of hype, but the Internet is a fantastic resource which grows in popularity every day. There are more and more people getting connected, and importantly, more and more companies are getting involved too. This means that you can now check out local information, send E-mail to your overseas penpals and ask for help when your computer breaks down. You can also shop, read the latest news, look at satellite weather pictures, check local travel information for a preferred holiday destination - you can even book your holiday while still on-line or just watch live pictures from the other side of the world. The Internet is like a gigantic social club, shopping mall, encyclopaedia and TV station all rolled into one. You're missing out if you don't give it a try. **■ John Kennedy**



# Backchat

**Make yourself heard. Send your views and opinions to Backchat: CU Amiga, 37-39 Millharbour, Isle of Dogs, London E14 9TZ, UK. Or E-mail to [backchat@cu-amiga.co.uk](mailto:backchat@cu-amiga.co.uk)**

## Amiga Cubase?

I have been spending a lot of time at Uni getting people to buy Amigas, as they are ideal if all they are after is word processing their assignments (why get a £1000 PC for just that?). I have sold about a dozen A1200's so far :-)

But I also know a few people who are very impressed by my A4000's music playing and editing facilities. They are literally on the verge of getting an Amiga but for one reason: Cubase

A lot of people on music courses and in general rely on Cubase. Some have assignments to do with Cubase, so the question which may have been asked before is 'Why can't anyone persuade whoever develops Cubase to do an Amiga port? Surely the Atari ST version in 88000 code would be easy to do. I think that an Amiga 'Audio' pack advertised purely in music magazines containing an A1200 with Cubase for a sensible price would sell so well. Do you think you could use your editorial powers to find out what

is stopping this from happening? Imagine a PowerPC version!

Both you and I know all about SoundStudio but musicians and studios seem to love their Cubase

Suki, cc505280@ntu.ac.uk

*Frankly it's a bit late for that, although you're right, it would be very easy to port Cubase to the Amiga. Running on the Amiga's highly superior operating system it would kick the Atari version into touch.*

*However, all is by no means lost. Camouflage is shaping up to be an incredible sequencer along the lines of Cubase Audio (in so much as it can sequence MIDI and record AND playback audio from your hard drive all at the same time). We'll be reviewing this exciting new package very soon, giving it a full in-depth test.*

*As for a real Cubase for the Amiga, there's still a chance if the new Amiga International can follow through with a next generation machine.*

## PC sinner

Forgive me, sizeable Amiga community, I have sinned. When a PC at work started playing up, and I got to take it home to fix with elastic bands and bits of old PCs blagged off friends, I started ignoring my Amiga. For one thing, this PC had a monitor whereas my Amiga used my telly, and for another, PCs have a future, don't they? So, anyway, this 33MHz 4Mb 486DX became a 40MHz 8Mb machine and I was all

happy with the monitor (but disappointed with the sound - I failed blagging a soundcard, so it was like my old Spectrum), and my Amiga gathered dust.

However! Having been called upon to design a web site for work, and trying to use Paint Shop Pro, I realised that, although it was the best thing you could get on the PC it wasn't a patch on Personal Paint. And now, using PC2Amiga and a bit of interface end circuits made here, my

Amiga's back. So there.

The moral of the story? PCs are all well and good, until you try using them (except for my computer at work, a 32Mb P133 with a 17" monitor, which is alright).

Anyway, after that lengthy introduction, remind your readers that it's not all that necessary to use a mini-tower case if all you're going to do is re-house your drives. We had an old 386 in a low-profile case here that wasn't being used, so I 'alf inched the memory

## Big ABox or cheap console?



letter of the month

Quite frankly I can't see how £1000 as an asking price for an ABox is a lot of cash to part with. You don't get SGI systems any where near that sort of price range. Does a PC come with an ISDN connection, digitiser, 16 bit sampler etc etc as standard? (this is some of the 'extra' stuff an ABox comes

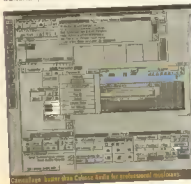
with) (and PC's come anywhere near the ABox's performance level?) Consider how much it would cost to build up a PC/Amiga/Mac to that high level (which I don't think is possible), then try saying that the ABox is not cheap. Also, will you get Mac/PC emulation on the other platforms? (Which I can see happening.) Can you run trusty old Amiga apps on it? Thought not.

For all the moaning non-upgraders out there, you want to be in step with technology yet you don't want to pay for it! Do you think that your Amigas will miraculously sprout extra memory or speed? Or do you think that coders will suddenly realise that a corn-plex 3D engine can be written 300x faster and smaller, so the entire 60Mb game fits on one DD disk yet runs at 60FPS 1st or a bog-standard A1200? You want fast 3D games yet you want them to run on a five year old machine. I'm sorry, but it's one way or the other. Either upgrade or shut up and stop moaning that the latest games require a CD-ROM/030+/8Mb+ RAM minimum. I for one welcome these demands as it shows that the coders out there have moved on from coding for a minimum spec machine. This is only the beginning. We have a bright future ahead of us with the PowerUP and all. Don't like it? TOUGH!

Your excuse that Amigas were meant to be cheap is pathetic. They were cheap for what you got and for what you expected out of them. Now our standards have raised and so has the quality and complexity of the games and software.

I for one believe in the Amiga and after a LOT of hard work and saving (I ain't rich and don't have a big salary, I'm only 16!) I am buying a 17" Microvitec, a Zorro 3 Micronik Tower with an 060/32Mb RAM, a 12/11x SCSI CD-ROM, a SCSI Catewaise (which CU should review) and when available, a 604/200+MHZ PowerUP (and a CVPPC (when they get cheaper). I'm starting my A-level course next year and am going to develop for the Amiga, using every little ounce of power the 68000 and the 68k can deliver.

Come on A CyberStorm II (060) only costs £400 nowadays



Camouflage: Super Amiga Cubase Audio for professional musicians

for another machine, and I'm in the process of filling this case up and putting an Amiga power lead in. So, if you don't mind a slightly battered case, pay a couple of quid for an old 286 or 386 in the paper, up its guts out and use that! If you get a monitor as well, use that too!

Finally, I've noticed that the grammar in the magazine is shocking. Get a grip, Dickay!

Steve AndersonSR@cf.ac.uk

## Web wonders

**Hi CU Amiga** This is a congratulatory note for your excellent web site. It is the best web site of all Amiga magazines. Your home page is a model for the other magazines to follow. It reflects the thought and effort being put into the site. There will no more complaints about the lack of new information on CU's web site anymore. Good going!

Mark Dakeyzer, Canada

PS The same high praise is warranted for your magazine

## Do it right!

My main reason for writing to you is to thank you for publishing Mat Bettinson's rather excellent article regarding decoding MPEG Audio Layer 3 which appeared in CU Amiga's May issue. I was also pleasantly surprised to read that the Amiga sale has finally been completed. My only hope now is that Gateway will actually do something useful and worthwhile with the technology which they now have in their hands, after having passed or should I say slipped through so many.

I seriously hope I never have to live in a world where every computer on every street is Intel based and needs Windows95 to operate. Please Gateway, do it right! Put the Amiga back where it was in 1985 and give people a choice before it's too late.

Ashley Irons.

(remember, — the 4000 v — which costs more version), and 32Mb RAM costs £120. Do yourself a favour — upgrade. I have and I don't miss my lovely but aged cash.

Oh and another thing — Get yourself a modem and a connection. Net. It hasn't been easier or cheaper and you'll discover how the Amiga really is. I can't understand how I ever survived without

Alex Georgiev, Alex@sasho.demon.co.uk

would like to take issue with a point raised in reply to a letter in June's Backchat. In reply to a perfectly sensible letter on how overpriced the AIBOX concept was, it was stated that it would be unlikely that a totally new Amiga could be released for under £400 due to the high research and development (R+D) costs. This is an error, and also demonstrates a 'mind set', now becoming widespread — that the Amiga is a low-volume machine fulfilling a small niche market.

Less than two years ago the Amiga was the most widely owned home computer but none. The A1200 in particular, in being the root of an expendable system, was the perfect home computer. It was only Commodore's pitiful 'good for games only' tag given to all Amigas, that allowed PC clones to take up their current market dominance.

So there is a very big potential market out there for our new Amiga. Once you start thinking big, those R+D problems fade away. The Nintendo 64 was not cheap to produce. When I last heard it was selling for less than £150. Its R+D costs are similar. The difference is that Nintendo thinks big and doesn't mind recouping R+D costs over a longer period. The question is: can Gateway 2000 produce a number Amiga for under £400. If can! The question is, does this company have both the motivation and long term vision required? I hope so.

AF Clithrow, Fife.

Some good points there. Yes, we agree there is still a market for a cheap home computer. However, to equate a new Amiga with the development and marketing of the Nintendo 64 is a little off balance. Nintendo and Sony are able to sell their consoles at these amazingly low prices because they also control the software. They take a substantial cut of all N64 and Playstation games that are sold, and their whole sales and pricing policies are based on this. The economics of the Playstation and N64 go like this: sell state of the art hardware at very low prices to get an enormous user base installed, then make the real money by taking a licensing fee on all the software that's sold subsequently.



Figure 2: Test and smash, but not on the Amiga — yet!

## Good show

Ahh, the World of Amiga show. Now that was something to remember! Meeting up with friends, seeing the PDS-1, chatting to the creator of DQopus and of course, the CU Amiga stand!

Such wonders as the portable Amiga, Mat fighting with an Amiga to make it work and an excellent flight simulator (although I can't remember what it was called!)

Firstly, has Mat sorted out the problem now? Secondly, what do you have to do to get a CU Amiga shirt? And thirdly, what was the name of that flight simulator? Oh before I go back to tapping in lines of code for MaxiLotto v3.x, just how do you go about getting a job at CU?

Forever reading CU

Edward Farrow,  
wildwing@darkside.demon.co.uk

Did we have the best stand or what? It was great to meet and greet everyone, and the feedback was encouragingly positive. The 'mystery' flight simulator was of course TFX! Yes, it was there, and playable, despite the doubters! Mat is now a little calmer, but these things are relative... As for getting a job with CU Amiga, prove to us you can be of use. Try sending us an example review, tutorial or feature.

## Can't beat 3D

I'm writing in to challenge any of you PD/shareware programmers out there to have a go at creating a 3D beat 'em up. This is one type of game we don't have on the Amiga which is a pity as Tekken and Virtua Fighter are great. A while back they said we couldn't create Doom-clones but look how far we've come.

Once you have something cre-

ated (even in early development stages), send it into CU Amiga to put on the cover CD. Why not team up with your Amiga owning mates and push the Amiga to its limits? Go and play a 3D beat 'em up and see how the camera angles and gameplay are done.

Chris O'Shea, Somerset.

You can vote for a conversion of Tekken 2 on the ClickROOM with list published last issue, but see our feature on Power Gaming on page 26 of this issue for more details.

## Out of the blue

It is quite interesting to see that Amiga has finally been bought by a company with a reputable name for once. The bid from Gateway 2000 was certainly out of the blue and startled even the most pessimistic Amiga enthusiasts. But this purchase appears to show confidence and the possibility of selling Amiga computers to devel-



Continued overleaf ►►

oping economies, like China and Russia. But as we all know the Amiga was strongest in former old Britain and the revel in this country may not be as easy.

The Amiga proved to be the ultimate computer with the first 32-bit console and the pioneer in multimedia. It also gave users and even beginners like me, access to a user friendly computer with an easy to configure, multitasking beast of a processor (even though it was a 500 Plus). But in 1991, the Amiga range offered an added advantage to myself and other teenagers of the time, which was the ease to upgrade, the built in sound card and the built in speakers in you (what weighed a tonne) Amiga monitor. It also had the added advantage of not needing to install to hard disk which greatly helped the consumer.

But that's where it failed. Nine out of ten Amiga users did not have hard disks and were thus prevented from unlocking the power of their Amigas and realising its real potential. I think the possible re-release of the 1200 models should come with hard disks as standard. Don't even give consumers the option of not having a hard drive. This way, consumers will have no arguments for being left behind in the race for technology a few months later.

The price mentioned around £350. Hmm... I think they need to be more competitive than that!

But one thing the Amiga certainly should try and do is to attack every school and every college. If the computers are at school and colleges the pupils and students will sue follow by getting them to well killing two birds with one stone.

The Amiga need to improve access times of disk drives and RAM, as most people have complained about these two times being far too slow.

Users should have the ultimate computer as standard and Gateway should use penetration pricing to market it successfully. This may make Amiga trade in the red for a decade, but everyone will have one once the battle is over. Do not make low spec models (apart from the ones possibly going to China and Russia), so software firms can ultimate full specification hardware.

Amiga has a long way to go but to survive it must listen to its market. Thanks for listening

**Gareth Gudge, Amigaland.**

*We'll agree with you on the matter of*

*shipping all future Amigas with hard drives. Problems such as disk drive and RAM access speeds are rather more deeply rooted than you might expect, limited by the Amiga's custom chips such as Paula (it's a bit more than a sound chip!). There are certain alterations that could possibly be made to the existing A1200 to make it more attractive, but really time and money would be better invested in development of a whole new system.*

## Our survey says

I would like to inform your readers of a survey being conducted by me, Peter Price, to find out what it is Amiga users want to see in the next machine. When enough people have filled in the survey, I'll be mailing it to Gateway 2000, and I would be grateful if you could give the page some publicity in your magazine, as hopefully this will attract people to vote. Anyone interested in voting in the 'What Next For Amiga?' survey can find the page located at <http://www.agima.demon.co.uk>. Thank you for mentioning the page in the magazine, and I look forward to hopefully receiving hundreds of votes.

Peter Price,  
[agima@agima.demon.co.uk](mailto:agima@agima.demon.co.uk)

## Mag closures

I've spotted a worrying trend that I thought had ceased, but now seems to have raised up again: magazine closures.

I remember when there were about ten Amiga magazines to choose from, but that seems like a long time ago. I could never afford to buy them all, and I didn't want to read every one on the shelves, but the choice was there. I've bought CU Amiga most months since I got my Amiga five years ago, and enjoyed a selection of you'll realise too. Now it seems the whole thing is drying up. The games magazines went crap and then disappeared. Amiga Pro came and went before I could get it into. Amiga User International has now finished and I'm hearing rumours that this trend is set to continue.

Without Amiga magazines, surely there will be no Amiga scene. I don't want to put you on a pedestal (though you do a great job) but Amiga magazines are an essential part of it. Virtually all Amiga-related sales are based on mail order, and the e's hardly anywhere else we can get information on

the Amiga apart from magazines - although the Internet is a big help for those who have access to it.

What I'm saying is, if the remaining Amiga magazines close, the whole Amiga thing will probably go up in smoke overnight. I don't need to stress how devastating that would be to all of us, especially so soon after the promising Gateway deal.

We've all been asking for assurances from the Amiga owners since Commodore died. Now I'm asking you for assurance that you will be around to support us, just as we readers have supported you over the years.

**Glan Francis, London**

*It's a frightening thought, but don't worry, despite any rumours you might have heard to the contrary, CU Amiga is doing fine thank you. There's a world of difference between CU Amiga and the magazines that have closed. Sales are very healthy and as a financial proposition, the magazine is more than pulling its weight. We can't guarantee CU Amiga will be around forever, but we can assure you it's got plenty of life left in it, and we're maneuvering to the best possible position to take full advantage of whatever new developments may emerge from Amiga International. It's a sad fact that when a magazine starts to fade, nobody wants to work on it and that shows through in the magazine itself, which leads to an accelerating downward spiral. With the core team of Tony Horgan, Matt Bettinson and Andrew Kurn, all die-hard Amiga fans since the year dot, it's certain that you won't be seeing any of that happening with CU Amiga which promises to consistently give you a whole stack of reasons why we should all be sticking with our trusty Amiga, month in, month out, every month!*



## To the Point...

### Cheap cover disks?

Is it possible to purchase back issue cover disks separate from the magazines, and if so how much would they cost?

**Clive Seadan, Cornwall**

*We can't sell you the cover disks alone, but back issues of CU Amiga all come with their CDs or disks. Generally we don't have a license to sell major cover disk applications separately from the magazines. Instead we acquire the rights to publish particular software on a specific issue of the magazine. It is possible that in future we could negotiate rights to publish future cover disks separately from the magazines, although this would inevitably incur extra costs for us. It's also worth bearing in mind one of the main reasons we can put such amazing software on the magazine and sell it for so little is the sheer volume of sales we can count on to offset costs.*

### Not pink enough

I'm disappointed by the lack of pinkness in your magazine recently. Other mags have been very good at servicing the needs of pink and purple fans such as myself, and I feel this is the only area in which CU Amiga is failing. Here's an idea: how about doing a 'Pink Issue Special Edition' in which you just have a plain pink cover and every page is printed on pink paper. It could become quite a collectors' item. I'd buy it.

**The Pinkyman, Stoke-on-Trent**

*OK. All we need now is another hundred thousand like-minded people and we might just do it.*

### I saw TFX at WOA!

In response to Allen Brown who wrote in your June issue that he wouldn't be attending the World of Amiga show on the promise of seeing TFX, I'd just like to say that you missed out mate! I must admit to being just as amazed as you probably would have been when I saw it up and running, but there it was, bold as brass and totally playable. I can tell you for sure it does exist, and it's a damn good game from what I played of it. Certainly streets ahead of any other Amiga flight sims in most respects.

**Julian Conner, Sussex**



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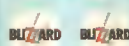
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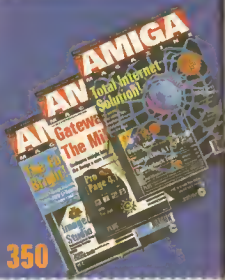
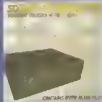
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## Here's to joint adventures



by Tony Horgan

Whilst flicking through some recent issues of CU Amiga, I came across a piece I wrote for this column in the December 1996 edition. On the subject of developers such as phase 5 and Pios, I commented "What is required is some kind of joint venture between a powerful international player in the computer industry, and one of these smaller developers". At the time, barely six months ago, that

seemed like a pipe dream.

Now it looks inevitable that the pipe dream is to be turned into rock solid reality. The developer, phase 5. The project, AiBox. The powerful international player in the computer industry, Gateway 2000.

The message of the Gateway 2000/Amiga International press conference of last May seems to make more sense the more you think about it. Everyone was disappointed that a brand new world-beating plan for the Amiga was not announced, but no-one was surprised. However, the message we got was more than just the "wait and see" that it first appeared to be. In fact, it was a positive, if a little vague, declaration that they would freely license the operating system to third parties, and more encouragingly they want to keep the Amiga beast alive by supporting those who are already working on projects for future generation Amigas.

In phase 5's AiBox, and to some degree the machines from Pios, Gateway and Amiga International have an almost fully formed logical progression of the Amiga. Presuming they want to make a new Amiga, Amiga

**“With the Amiga still the major player in non-linear video editing in the USA, Gateway have a market that's over-ripe for a tailor made upgrade path”**

International could start their own project from scratch, which would surely mean at least a couple of years with nothing to show. Gateway or they could join forces with the likes of phase 5. Playing off Gateway's strengths, they could then have a stunning new flagship for the Amiga name ready to roll within a matter of months, rather than years.

Gateway 2000 recently expressed an interest in offering an alternative to the current PC hardware platforms, and a new Amiga would do just that. With the Amiga still the major player in non-linear video editing in the USA, Gateway have a market that's over-ripe for a tailor made upgrade path, so even if the multi-level hobbyist market across the rest of the world isn't enough to sway them, this demand closer to home could be the key to get things rolling in the short term. ■

■ Tony Horgan is the Editor of CU Amiga Magazine

## Co-operation can't work



by Mat Bettinson

I was following a conversation on the comp.sys.amiga.misc Usenet newsgroup about Amiga web browsers, one chap, supported by some other contributors, had an idea. This being that if the authors of the major web browsers got together, they could make one really fantastic web browser that would "blow Netscape away". Since there are 100 mediocre find-it utilities on the Amiga, why didn't all/some of the authors band together to make "Ultimo Find It Deluxe Turbo Pro"? Sounds good doesn't it?

Bzzzzzzt! This is flawed logic. Let me explain. There are several problems with the theory that are easy to miss from the point of view of a shareware consumer. Firstly, do software authors sit down to program a package on the basis of what the Amiga market needs? No. The main reason is that they need a particular program themselves. They probably don't like other programs in the genre and actually would enjoy programming a better version, to their needs, from scratch.

Imagine you wrote the inferior program. Someone calls up and says, "Your program needs work, let's work together". Rarely is this call made and it's unlikely to be well received. If the original author wants to continue working on a project, he will usually be aware of shortcomings since software consumers will have pointed it out. Co-operation is not impossible but it's important to consider this from the programmer's point of view.

The specific browser issue illustrates this well. Stefan Burnstrom, Oliver Wegner & Yvon Rozin all earn considerable sums in sales/shareware fees, good on them. However this means that they are all trying to outdo one another, competing and driving the general standard forward. Further more, they have radically different

**“If the authors of all of the major web browsers got together they could make one fantastic web browser”**

ideas about how a browser should work. Yvon (Aweb) is quite opposed to the use of GUI for example. And any innovative idea could easily be "borrowed" in some form, or even improved upon by the others.

Due to this, having these authors working on the same project is neither viable nor desirable - it can only hinder matters and reduce the level of consumer's choice. If it wasn't for the fact that thousands of Amiga programmers thought they could do better, the Amiga wouldn't be a fraction of what it is today. Thousands of programs, all for free, all competing to be the best and hopefully good enough to one day attract a shareware fee. Just let someone try to write a useful program, disable some of its functions, distribute it and then charge £50 for upgrades. They can do it on the PC but just let them try it on the Amiga. No, the current situation is what competition, choice and backyard innovation is about. It's also what made the Amiga what it is today. ■

■ Mat Bettinson is the Editor of CU Amiga Magazine's Technical Edition

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Tugboats past Wombat the  
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Wagon - drives on the CD.  
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graphics and  
IMAGE: Newsworld 30  
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**ON THE BURN:** Defined program class.  
Yes.  
Gross and net  
**FEATURES:** Turn into a pro style, great value.  
**INSIDE:** 1.  
and more



**ON THE DISCS:**  
 Disc 1: "Dust" 5:11 (Full  
 length) "The Araya"  
 10:15 (Full length)  
**FEATURES:** Build your own  
 Tower Araya Post. The  
 Araya Araya Araya Araya  
**NAME:** Michael Araya  
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**ON THE DISKS:** Average 32- and 64-bit  
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"Legend of the  
Dragon."  
**FEATURES:** The  
Dragon, Gattaca  
Towers, Average Park  
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inside  
The...  
1st... on Stylized...



**ON THE DISKS:**  
The 4.1 disk program  
Name System patch  
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Connect, CyberStation



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illustration, What  
if you collected  
designs and a  
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**INCISE:** Fred  
Garnett

CU

# AMIGA

## M A G A Z I N E

# NEXT MONTH

**NEW!**

### DIY Scene

Get your soldering iron out, it's time for some adventures in DIY electronics! Starting next month, only in CU Amiga Magazine, DIY Scene will bring the latest cutting edge hardware to your Amiga.



### 18-bit sound card

We're kicking things off with an ingenious way to add an incredible 18-bit sound card to any Amiga. For little more than £100 it even has an internal DSP effects unit. Interested? Thought so - don't miss it!

**ALSO STARRING**

### Aladdin 4D

Nova Design, the ImageFX people, are about to unleash their totally updated new version of Aladdin 4D. With stiff competition from the rapidly progressing Cinema 4D and the well established Imagic,

Aladdin 4D will need some nifty tricks up its sleeves in order to get a strong foothold, but so far Nova Design has played its cards very close to its chest. A big splash looks inevitable, and we will tell you all about it next month.



### Don't buy a Mac!

Even if you were contemplating the idea of getting a Mac, Amiga Mac emulation is now so advanced that there's really no need. Recently Shapeshifter has ruled the roost, but now Fusion, a progression from the previous Emuplant system, is getting ready for a serious show down. We'll be demanding tortuous tasks of it in order to find out if it really is 'The Mac'.

● SEPTEMBER ISSUE ON SALE AUGUST 14TH. ●

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We only supply quality branded modems (Dynamik UK Ltd), which may cost slightly more than their unbranded competitors, but they ship with a 5 year warranty, the knowledge that a UK company offers support/information and you are buying a modem with quality (Rockwell based) components.



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NetConnect has received rave reviews by Amiga Internet experts from paper and online magazines! Many of these reviewers recognise the ease-of-use of the package, the comprehensive collection of software and the backup support we provided via our mailing list, web site and telephone hotline (during office hours).

CU Amiga (June 97) 92%  
Amiga Format (June 97) 92% (Gold Award) "If you're considering getting online NetConnect is the perfect choice for the Amiga user!"  
Amiga Computing (July 97) 92% "Only a few more bits to see the chance of buying such an excellent suite of programs at such an affordable price!"  
iNetMag (Issue 3) 85% "best of its class" (online <http://amiga.world.com/netmag/>)  
PureAmiga 98% (online <http://www.pureamiga.co.uk/>)



### It's dead easy!

NetConnect is super-easy to connect to the Internet! Just choose the provider, enter some user details (name, email address), select your modem and you are ready to start surfing! NetConnect also comes with a configurable icon bar to launch and manage your Internet modules - you can even add other software if desired. All the software within NetConnect is supported with regular upgrades. Amiga Format concluded (June 87 issue) "Amiga: The perfect package for the Amiga Internet user". If you manage to get online, this is the easiest way to do it and "It's good value for money too - especially the bundle including the 33.6k modem".

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### NET INFO

NetInfo is a new program by Oliver Wagner to search the net, trackback, ping, services etc.

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### X-ARC

Brand new! X-ARC the archive management tool which integrates with the NetConnect package!

...STOP PRESS...STOP PRESS...STOP PRESS...

## NetConnect v2 Announced!

If you thought NetConnect was good, look at the specifications for v2 (due out around the end of July)

- Wizard GUI - makes configuring your ISP a doddle!
- New programs - NetInfo and X-ARC
- Re-written AmiTCP Dialler (MUI based, more control)
- Programs are now keyfile based (can be used with any TCP stack)
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